Blackboys - Design Technology long term plan

Cycle A (and C for Y4-6)	Terms 1 and 2	Terms 3 and 4	Terms 5 and 6
EYFS	Castles	Journeys	Bug hunt
	Free exploration of materials. Building castles (towers and walls) using bricks and construction kits. Experiment with joining card and paper. Use basic tools e.g. scissors, hole punches.	Assemble vehicles with moving wheels using construction kits. Explore moving vehicles through play. Use junk modelling resources to make a vehicle.	Name common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell. Cut soft vegetables using appropriate utensils. Make a healthy sandwich.
Year 1 (Class1)	Into the Castle Y1/2 Structures Freestanding Structures End product: Tower and wall	Journeys Y1/2 Mechanisms: Wheels and axles. End product: Vehicle	Bug Hunt Y1/2 Food Tech- Preparing fruit and vegetables. End product: Sandwich
Years 1 and 2	Homes Y1/2 Structures Freestanding Structures End product: Shoe box house	Victorians Y1/2 Mechanisms: Wheels and axles. End product: Victorian Toy	Predators and Prey Y1/2 Food Tech- Preparing fruit and vegetables. End product: Smoothie
Year 3	Romans Y3/4 Mechanical Systems: Levers and Linkages End product: Greetings card	Egypt Y3/4 Food Tech: Healthy and Varied Diet End product: Egyptian bread	Mountains Y3/4 Structures: Shell Structures using computer aided design. End product: Gift box
Years 4 and 5	Saxons or Stone Age Y3/4 Mechanical Systems: Pneumatics End product: Pop up toy	Rivers or Disaster Y5/6 Food Tech: Celebrating Culture and Seasonality End product: Feed a long distance river swimmer e.g. soup	Greece or Battle of Britain Y3/4 Electrical Systems: Simple programming and control End product: Nightlight
Years 5 and 6	Saxons or Stone Age Y5/6 Mechanical Systems: Cams	Rivers or Disaster	Greece or Battle of Britain

End product: Moving toy	Y5/6 Food Tech: Celebrating Culture and Seasonality End product: Savoury biscuit or muffin	Y5/6 Electrical Systems: More complex switches and circuits End product: Air Raid Siren in cycle C