

All Saints' D&T Long Term Planning Overview

Autumn Spring Summer

	structures	Textiles	Cooking and nutrition	Mechanisms	Other
EYFS Nursery	<p>Continual provision ; construction toys Santa's workshop-naming and role playing with tools</p> <p>Exploring Materials (Who uses them and why?) Junk modelling-Michael recycle model</p>	<p>Sewing mothers' day flowers</p> <p>Using hole punch for Threading activity</p>	<p>Daily healthy snack time Healthy Eating/ Who Keeps Us Healthy?vegetable soup, fruit kebabs,bread Pancake day</p>	<p>Using Tools (Who uses which tools and why?) Playing with tools in a role play mechanics garage.</p> <p>Continual provision – moving construction toys</p>	<p>Continual provision: Cutting and sticking creative corner, playdough activities. Card making;Christmas, Mothers' day, Easter. Christmas crafts-joining techniques</p>
EYFS Reception	<p>Continual provision ; construction toys Reception:Summer 2 Junk modelling Structures: Boats In this unit, children explore what is meant by 'waterproof', 'floating' and 'sinking', then experiment and make predictions with various materials to carry out a series of tests. They learn about the different features of boats and ships before investigating their shape and structures to build their own.</p>	<p>Reception: Autumn 2 Hessian calendar pictures Pupils develop and practise threading and weaving techniques using various materials and objects. The pupils apply their knowledge and skills to design and sew their own picture for a calendar</p>	<p>Daily healthy snack time Reception: Autumn 1 & 2 Seasonal and celebratory cooking; In this unit, children explore the differences between fruits and vegetables using their senses (taste, texture, smell etc.). They make: Autumn soups apple crumble. Birthday cakes Diwali food Celebration baking.</p>	<p>Continual provision – moving construction toys Reception: Autumn 1 Split pin joints; moving people Summer 1; multiple joining techniques: caterpillars.</p>	<p>Work with Different materials: Continual provision : Making Corner-woodwork, junk modelling, textiles etc</p> <p>Autumn 2: wooden snowmen</p> <p>Spring 1 : metal pictures Fabric purses Plastic people Wooden vehicles</p>
Year 1		<p>Puppets; summer 1 Explore methods of joining fabric. Design and make a animal hand puppet using a preferred joining technique, before decorating. Example theme: Storybook character. Alternative theme: Easter animals</p>	<p>fruit & vegetables: smoothies spring 1 Food: Fruit and vegetables Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging.</p>	<p>Making a moving storybook; Dinosaurs ;Summer2 Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates. Mechanisms: Wheels and axles autumn 2 Learn about the key parts of a wheeled vehicle, to develop an understanding of how wheels, axles and axle holders work. Design and make a moving vehicle.</p>	
Year 2	<p>Greenhouses; Autumn 1 Explore stability and methods to strengthen structures, to understand glass buildings' weaknesses and develop an improved solution for a greenhouse</p>	<p>Pouches (Stockings);Autumn 2 Learn how to sew a running stitch ready to design, make and decorate a pouch using a template spring 2 fabric faces-attaching techniques</p>	<p>A balanced diet Summer 2 Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to</p>	<p>Fairground wheel: Autumn 1 Design and create a functional Ferris wheel, learn how different components fit together so that the wheel rotates and the structure stands freely. Making a moving picture Spring 1 Explore levers, linkages and pivots through existing products and experimentation, use this</p>	

			develop a healthy wrap	research to construct and assemble a moving picture		
	Structures	Textiles	Cooking and nutrition	Mechanisms	Digital world	Electrical systems
Year 3		Cross stitch and Appliqué Autumn 2. Cushions and Christmas decorations Learn and apply two new sewing techniques –cross stitch and appliqué. Utilise these new skills to design and make a cushion or Christmas card	Eating Seasonally Summer 2; Rio; Salsa Learn about various fruits and vegetables, and when, where and why they are grown in different seasons. Discover the relationship between colour and health benefits.	Pneumatic toys Spring 2 Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams		
Year 4	Pavilions-Babba Yagga Huts-Spring Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion Autumn 2 Wooden vehicles & reindeer Forest school activity using natural wood, dowels, pegs and wood cookie wheels		Adapting a recipe-Pizza- Autumn 1 Work in groups to adapt an existing biscuit recipe, whilst taking into account the cost of the ingredients and other expenses against a set budget		Autumn 1-in Science Wearable technology: Electronic charm Design, develop a program, house and promote a Micro:bit electronic charm to use in low-light conditions	Night lights-Summer Identify the difference between electrical and electronic products. Evaluate a range of existing lights and their features, then develop a new functional nightlight design
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Year 5	Bridges Spring Test and analyse various types of bridge to determine their strength and stability. Explore material properties and sources, before marking, sawing and assembling a wooden truss bridge	Stuffed toys Autumn 2 Design a stuffed toy/ Christmas decoration and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch	What could be healthier? Summer 1 Discover the farm to fork process, understand the key welfare issues for rearing cattle. Compare the nutritional value of existing sauces and develop a healthier recipe	Summer 2 Making a pop-up book Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms. or Automata toys Develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements.		
Year 6		Waistcoats for teddies Autumn 2 Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children	Come dine with me Summer2 Develop a three-course menu focused on three key ingredients, as part of apaired challenge to developthe best class recipes. Exploreeach key ingredient’s farm		Navigating the World-Spring Design and program a navigation tool to produce a multifunctional device for trekkers using CAD 3D	Steady hand game-Summer Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit,

		design, assemble and decorate a waist	to fork process		modelling software. Pitch and explain	including housing and backboard
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