



Woodland Primary School

Long Term Plan for Design Technology



	FS1	FS2	Y1	Y2	Y3	Y4	Y5	Y6
Autumn	<p>Combine ingredients to make a food product (pumpkin soup & gingerbread man)</p>		<p>Design, make and evaluate a strong and stable structure (house)</p>	<p>Join fabric using running stitch and over stitch (puppet)</p>	<p>Design, make and evaluate a strong, sturdy, weight-bearing structure using wood (bridge)</p>	<p>Make a template and join materials using running, over and back stitch adding appropriate finishing touches using embellishments (stuffed Christmas tree decoration)</p>	<p>Prepare and make a dish following a given recipe which uses raw ingredients (burgers)</p>	<p>Create, refine and alter a recipe taking into account cooking on a budget (Bolognese)</p>
Spring	<p>Make a model by combining materials (rockets/houses)</p>	<p>Design and make a model by combining materials (local area buildings)</p>	<p>Join 2 pieces of fabric using a simple running stitch (flag)</p>	<p>Make and evaluate a food product by adapting a recipe (pizza)</p>	<p>Prepare and make a dish which combines naturally sourced sustainable and seasonal products (sponge cakes)</p>	<p>Make a healthy alternative to a traditional dish (pasta bake)</p>	<p>Make a product which includes a seam allowance, joining two pieces of material using a range of stitches (running, over, back and blanket) - (bag)</p>	<p>Make and evaluate a computer-controlled product incorporating an electrical system (Crumble Control Kit)</p>
Summer	<p>Join two pieces of fabric together using glue</p>	<p>Make choices about ingredients to use to make a food product (sandwiches) Design and make a model by combining materials (emergency vehicles) Join two pieces of fabric together using a range of methods (glue, tape, staples or paper clips) (caterpillar)</p>	<p>Make and evaluate a product following a simple recipe (fruit salad)</p>	<p>Make and evaluate a product with a turning mechanism to make it move (vehicle)</p>	<p>Join two pieces of fabric together using more than one type of stitch - running and over stitch (cushion)</p>	<p>Design, make and evaluate a product using wood, with electrical system (night light)</p>	<p>Design, make and evaluate a wooden product, with a mechanical system -cams. (moving dragon)</p>	<p>Join fabric using a combination of stitching techniques taking into account join, appearance and purpose. (jazzy t-shirt)</p>