**Holy Trinity Church of England (Aided) Primary School**



**D&T Whole School Long Term Plan**

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| --- | --- | --- | --- | --- |
| **Autumn** | | **Spring** | **Summer** | |
| **Reception (Mainly in provision)** | | | | |
| **Construction**  Junk box modelling | **Textiles**  Fish Sewing | | | **Food**  Making smoothies |
| **Year One** | | | | |
| **Construction/Structures**  Emerald City  *Design a zoo*  *Make a bird feeder*  *Make an igloo*  *Make a paper chain hungry caterpillar.*  *(Autumn Term Provision)* | | **Mechanisms**  *Sliders and levers*  Jack Climbing Toy  *information leaflet linked to our topic that was more interactive with sliders.* | **Construction/Materials**  Fish Puppets  **\*science link - materials** | |
| **Food**  Making Smoothies | | **Food**  Making scones | **Food**  Bean wraps | |
| Extra Cooking/Food objectives to meet Healthy Schools Award (NC and Core Competencies)   * Use the basic principles of a healthy diet * Know where food comes from | | | | |
| **Year Two** | | | | |
| **Mechanisms**  *Wheels and axles*  Victorian Toys | | **Computing**  Designing Hen house models using CAD software  **\*Computing link - CAD**  **Electronics**  Diagnosing faults in battery devices – low battery, water damage etc  **\*Science link – electricity (not in NC)** | **Construction/materials**  Making 3D chocolate box packets  **Textiles**  *Templates and running stitch, adding sequins etc*  Making Indian Slippers  **\*Science link - materials** | |
| **Food**  Making bread | | **Food**  Making Carrot Cake | **Food**  Healthy Indian Food | |
| Extra Cooking/Food objectives to meet Healthy Schools Award (NC and Core Competencies)   * Use the basic principles of a healthy diet * Know where food comes from * Talk about people’s food choices including allergies, religion etc * Be aware that some foods have labels that contain information to help making a choice | | | | |
| **Year Three** | | | | |
| **Construction/Materials**  Making a compass | | **Mechanical Systems**  *Levers and linkages*  Rainforest Animals | **Computing**  *Control and monitor models using software designed for this purpose*  Greek Temple/ Labyrinth using Beebots  **Computing link – control, programming** | |
| **Food**  Peach Cheesecake | | **Food**  Stone Age Stew | **Food**  Greek meal | |
| Extra Cooking/Food objectives to meet Healthy Schools Award (NC and Core Competencies)   * Apply the principles of a healthy, varied diet * Prepare and cook mainly savoury dishes using a range of techniques * Understand how a variety of ingredients are grown, reared, caught and processed * Talk about people’s food choices including allergies, religion etc * Be aware that some foods have labels that contain information to help making a choice | | | | |
| **Year Four** | | | | |
| **Electrical Systems**  *Simple circuits involving switches, buzzers, bulbs, and motors*    Electrical board games  **\*Science link - Electricity** | | **Textiles**  *Choosing appropriate stitching. seam allowance*  Roman purses | **Construction/**  **Structures**  Shell structures  (including computer-aided design)  Egyptian pyramid- different nets/cubes- (CAD) | |
| **Food**  Design/make meal for a passenger on board Titanic | | **Food**  Pizzas | **Food**  Egyptian Bread | |
| Extra Cooking/Food objectives to meet Healthy Schools Award (NC and Core Competencies)   * Apply the principles of a healthy, varied diet * Prepare and cook mainly savoury dishes using a range of techniques * Understand how a variety of ingredients are grown, reared, caught and processed * Talk about people’s food choices including allergies, religion etc * Be aware that some foods have labels that contain information to help making a choice | | | | |
| **Year Five** | | | | |
| **Computing**  *Write code to control and monitor models or products.*  Create a timing based racing game on Scratch  **\*Computing link - coding** | | **Construction/**  **Materials**  Parachutes   * **Science link – forces, materials** | **Textiles**  *Seam allowance, variety of stitches for different purposes*  Saxon Brooches | |
|  | | **Mechanical Systems**  *Pulleys, gears or cams*  Catapults  **Science link – forces, materials** | **Construction/Structures**  Frame structures  Viking Longboats to see whose will float longest  **Science link –materials** | |
| **Food**  Cheesecakes  Cookies | | **Food**  Moon Rock Cakes | **Food**  Viking stew | |
| Extra Cooking/Food objectives to meet Healthy Schools Award (NC and Core Competencies)   * Apply the principles of a healthy, varied diet * Prepare and cook mainly savoury dishes using a range of techniques * Understand how a variety of ingredients are grown, reared, caught and processed * Talk about people’s food choices including allergies, religion etc * Read and make use of the main information on food and drink labels * Consider cost when shopping for food * Explore the factors involved in food choice and how it may be affected by availability, seasonality, need, cost, packaging, origin, culture, religion, allergy, intolerance, peer pressure * Be aware that advertising can influence what they choose to eat * Be aware of the importance of portion sizes | | | | |
| **Year Six** | | | | |
| **Construction/Materials**  WWII fighter planes | | **Mechanical Systems**  *Pulleys, gears or cams*  Cable Cars  **\*Science link**  **- Soon to include electrical systems using Crumble** | **Electrical Systems**  *Using more complex switches and circuits (include programming, control and monitoring)*  Buzzer game  **\*Science link – electricity** | |
| **Computing**  *Write code to control and monitor models or products.*  Crossy Road game using Scratch  **\*Computing link – coding** | | **Computing**  *Model Designs using Software.*  Using Sketch-Up to design own CAD based Ski Resort  **\*Computing link – CAD** | **Textiles**  *Seam allowance, variety of stitches for different purposes, choosing materials for design purpose*  Pennants | |
| **Food**  Ration Biscuits | | **Food**  Hobbit Hash | **Food**  Helping in school kitchen? | |
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