

Long Term Planning: Design and Technology 2024-25



	Autumn Term	Spring Term	Summer Term
EYFS	TBC	TBC	TBC
Year 1	<p>Healthy Fruit Kebabs</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Moving Picture Books</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>London Souvenirs</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>
Year 2	<p>Cadbury Chocolate Bars</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Moon Buggies</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Puppet Sea Creatures</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>
Year 3	<p>Potato Salad</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Light Up Picture Box</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Cross Bags for Mountaineers</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>
Year 4	<p>Brilliant Bread</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Pneumatic Viking Boat</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Protective Cases</p> <p>Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>

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Year 5	<p>The Perfect Pasta Dish Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Mechanical Victorian Toys Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Cushions Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>
Year 6	<p>Come Dine with Me 1918 Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Automata Toys Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>	<p>Leavers' Bags Problem Solving & Design Thinking Materials and Properties Resourcefulness Creativity Collaboration and Communication Evaluation and Improvement</p>
Links to KS3	<p>When designing and making, pupils should be taught to:</p> <ul style="list-style-type: none"> - Design <ul style="list-style-type: none"> • Use research and exploration, such as the study of different cultures, to identify and understand user needs. • Identify and solve their own design problems and understand how to reformulate problems given to them. • Develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations. - Make <ul style="list-style-type: none"> • Select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties. - Evaluate <ul style="list-style-type: none"> • Analyse the work of past and present professionals and others to develop and broaden their understanding. • Test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested group. • Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists 		