

Kingsway Primary School Design Technology Long Term Plan Overview

	Autumn	Spring	Summer
Year 1	Animals Antics	Tell me a story	Here, now and the past and present
	Aspect: Food and Nutrition Focus: Preparing fruit and vegetables Question: What would be a healthy picnic snack to take to the zoo? Can you present in an interesting way to create an animal? Outcome: Design and create healthy picnic snack to take to the zoo (fruit salad)	Aspect: Mechanism Focus: Sliders and simple levers Question: How could we make a book exciting and interactive for a younger child? Outcome: Design and make a moving picture for a book.	Aspect: Structures Focus: Freestanding structures Question: What can you invent to improve our local community park? Outcome: Design and make a playground/playground equipment considering materials and purpose. Children could also make a simple banner on hessian of ideas to represent Kingsway.
Year 2	Fire and Ice	Life Down under??	Weather or inventors??
	Aspect: Mechanism Focus: Wheels and axles Question: What vehicle could you create to cross ice or put out a fire? Outcome: Make a vehicle to cross ice/put out a fire.	Aspect: Textiles Focus: Templates and joining techniques Question: How could you create an Australian animal fabric toy? Outcome: Design and make a hand or finger puppet	Aspect: Food and nutrition Focus: Healthy sandwich Question: What would a weather/inventor packed lunch look like? Outcome: Design and make a healthy sandwich (for a specific inventor??).
Year 3	Britain Begins	H2Ooooooo	Ancient Egyptians
	Aspect: Structures Focus: Shell structures Question: How can we transport an artefact safely to a museum safely? Outcome: Design and make an appropriate box to transport an artefact.	Aspect: Mechanism Focus: Levers and linkages Question: How could you create an interesting and moveable book/toy for a younger child? Outcome: Design and make a moving story	Aspect: Food and nutrition Focus: Bread/recipes Question: How did the ancient Egyptians make bread? How is it different to today? Outcome: Design and make a bread considering texture, smell, appearance and

		book/information book or toy using levers and linkages.	flavour.
Year 4	How Gloucester was influenced by the Romans	Watch Out Mother Natures About	Anglo Saxons, scots and Vikings
	Aspect: Textiles Focus: 2D shape to 3D product Question: What did the Romans keep their money in? Outcome: Design and create a functional Roman purse or wallet with a fastening.	Aspect: Food and nutrition Focus: Pizzas Question: Can pizzas be healthy? Outcome: Children to design and make a healthy pizza.	Aspect: Electrical systems Focus: Simple circuits and switches Question: What can you use to create light if there is no mains electricity? Outcome: Design and make a battery operated light for an explorer to investigate a historical site.
Year 5	American Adventures	Mayans	Ancient Greeks
	Aspect: Structures Focus: Frame Structures - bridges Question: How can we cross the Amazon safely? Outcome: Design and create a bridge to cross the Amazon.	Aspect: Structure and mechanisms Focus: Gears and pulleys Question: What could be used to make transporting stone to make a Mayan temple easier? Outcome: Design and create an invention including gears and/or pulleys to transport stone to create a Mayan temple.	Aspect: Food and nutrition Focus: Culture and seasonality Question: Are there different types of salads? Outcome: Design and create a salad for a school meal.
Year 6	Crime and Punishment	One World	Battle of Britain??
	Aspect: Mechanisms Focus: Electrical systems Question: How could you prevent a criminal from escaping? Outcome: Design and create an product to prevent a criminal from escaping e.g an alarm.	Aspect: Food and nutrition Focus: Fair trade and adapting recipes Question: Can recipes be made with fair trade ingredients? Outcome: Create a fair trade product by adapting a recipe.	Aspect: Textiles Focus: Combining different fabric shapes Question: How can we create new items of clothing from old items? Outcome: Design and create an item of clothing or bag from an old item of clothing – Make Do and mend or link to costumes for production.