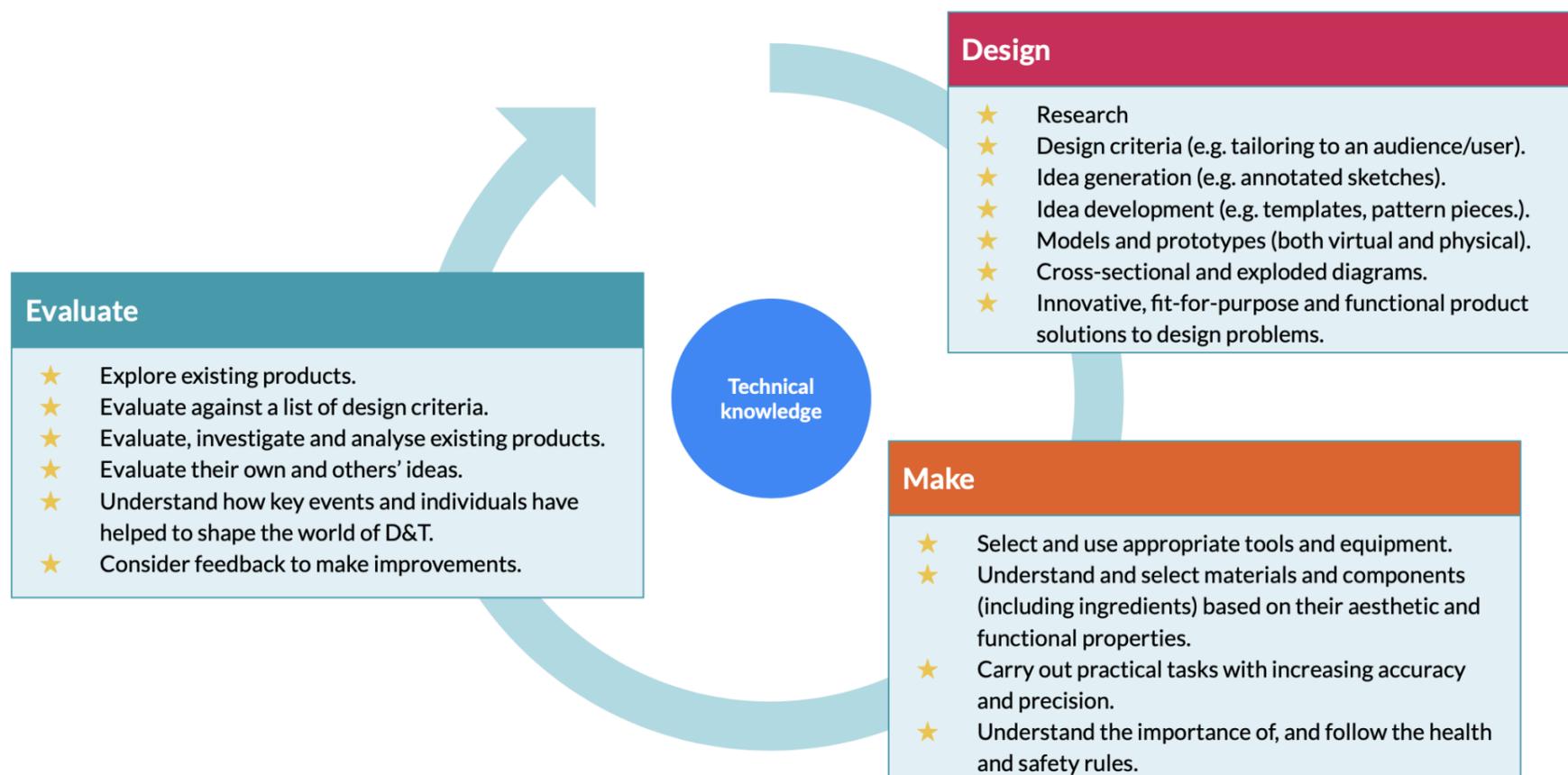


Ramshaw Primary School

DT Long Term Plan

Year Group / Cycle/Theme	Autumn	Spring	Summer
KS1			
Cycle A	<p>Fabric Bunting – Textiles</p> <p>This Fabric Bunting unit will teach the class about working with fabric. It starts with children evaluating a range of existing bunting with a theme around counting. Children are then set a design criteria. They will learn how to use a graphics program to create a design and template for their bunting. Working with felt, children will cut out a bunting shape and use a simple running stitch. Children will be given the chance to explore different fabrics that they could use to enhance their designs. Using techniques such as sewing, stapling and gluing, children will decorate their felt flag. Finally, children will evaluate their product.</p>	<p>Moving Pictures Traditional Tales - Technical knowledge</p> <p>Children listen to and role play different Traditional Tales and then learn how sections of the stories can be made into a moving picture. Following instructions on how to make different types of mechanisms, such as levers, wheels and sliders, gives children experience and information to draw on when developing their own ideas. They sketch a design based on their ideas and then create their moving picture centred on the story of 'The Three Billy Goats Gruff.' Children evaluate their finished product.</p>	<p>Dips and Dippers – Cooking and Nutrition</p> <p>This Dips and Dippers unit will teach the class about good food hygiene rules and using kitchen equipment to prepare food safely. Children will apply these skills when making and evaluating a healthy dip and dippers. The unit develops children's understanding of the Eat well plate and explains the importance of eating a healthy and varied diet</p>
Cycle B	<p>Fabric Faces- Textiles</p> <p>In this unit the class will learn all about different fabrics. They will explore and become familiar with the names of different fabrics and learn how to choose and manipulate fabrics to create different effects; they will also learn how to join fabrics in a variety of ways. Running stitch will be introduced during this unit. Finally, children get the chance to apply all of these skills to help them create their own fabric face which they will Evaluate.</p>	<p>Wheels and Axles. Mechanisms Levers and Linkages</p> <p>Making wheels and an axle to create a pull-along toy.</p>	<p>Smoothies– Cooking and Nutrition</p> <p>Preparing foods by cutting and juicing and selecting fruits and vegetables to create a smoothie to meet a design brief.</p>
LKS2			
Cycle A	<p>Cooking and Nutrition</p> <p>Learning a basic biscuit recipe and adapting it for a new audience while considering the cost of ingredients and other expenses against a set budget.</p>	<p>Pavilions Structures</p> <p>Investigate and model frame structures to improve their stability then apply this research to design and create a pavilion.</p>	<p>Mechanical Cars Mechanisms Levers and Linkages</p> <p>Making and designing mechanical cars that use different methods of movement.</p>
Cycle B	<p>Eating Seasonally Cooking and Nutrition</p> <p>Learning about seasonal foods and using their understanding to create a seasonal food tart.</p>	<p>Electrical Poster Electrical Systems</p> <p>Introducing information design and developing an electric museum display based on the Ancient Egyptians.</p>	<p>Design and Make an Egyptian Collar Textiles</p> <p>Learning how to cross-stitch and appliqué to decorate and assemble Egyptian collars, which represent the children's unique personalities.</p>
UKS2			
Cycle A	<p>Bags Textiles</p> <p>Designing pattern pieces, making a bag for a specific user and thinking about aesthetics and functionality.</p>	<p>Steady Hand Game Electrical Systems</p> <p>Create functional electrical products that use series circuits, incorporating different components such as bulbs, LEDs, switches, buzzers and motors.</p>	<p>Come Dine With Me – Cooking and Nutrition</p> <p>To select three recipes to create a three-course meal with complementary flavours.</p>

Cycle B	Developing a Recipe – Cooking and Nutrition Learning a simple bolognese recipe and adapting it to improve nutritional content.	Doodlers – Programming, Monitoring and Control Investigating an existing motorised product and problem-solving to understand its construction before developing their own.	Bridges – Structures Test and analyse various types of bridge to determine their strength and stability. Explore material properties.
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Cooking and nutrition* has a separate section in the D&T National Curriculum, with additional focus on specific principles, skills and techniques in food, including where food comes from, diet and seasonality. Cooking and nutrition units still follow the design process summarised above, for example by tasking the pupils to develop recipes for a specific set of requirements (design criteria) and to suggest methods of packaging the food product including the nutritional information.