Design and Technology: Long Term Plan

1. Strand coverage across the school

Nursery (FS1)	Homes for story characters	Farm-to-fork tasting / simple food preparation	Minibeast hotel or seaside shelter	Structures; cooking & nutrition
Reception (FS2)	Felt hand puppet or decoration	Wheeled emergency vehicle	Minibeast hotel / seaside shelter	Textiles; mechanisms; structures
Y1/2 – Rowans	Dips and Dippers	Fabric Bunting	Moving Pictures: Traditional Tales	Cooking & nutrition; textiles; mechanisms
Y3/4 – Sycamores	Juggling Balls	Let's Go Fly a Kite	Edible Garden	Mechanical systems; cooking & nutrition; electrical systems
Y4/5 – Elms	Juggling Balls	Let's go Fly a Kite	Edible Garden	Cooking & nutrition; digital world / programmed control
Y6 – Mighty Oaks	Marbulous Structures	Global Food	Felt Phone Cases	Structures; cooking & nutrition; textiles

2. Nursery and Reception long-term plan

Autumn 1 **Marvellous Me**	**Structures**	Explore joining boxes, tubes and loose parts. Build a home for a story character, choosing materials and talking about what was made.	Design and make a stronger home for a chosen character. Draw an idea, select materials and joins, then test and improve it.	Join, stack and balance → purposeful design, testing and evaluation. Photograph model and record pupil explanation.
Autumn 2 **Let's Celebrate!**	**Textiles**	Explore fabric, felt, ribbon and fastening methods. Decorate and join a simple festive decoration or puppet.	Design and make a felt hand puppet or decoration for a specific user. Use a template and simple running stitch, with adult support.	Explore texture and joining → template, stitch and evaluate. Keep design sketch and finished product.
Spring 1 **Down on the Farm**	**Cooking and nutrition**	Handle, smell and taste farm produce. Wash hands, use child-safe tools and combine ingredients for a simple dip or snack.	Choose ingredients for a healthy farm-to-fork snack. Follow a simple sequence, prepare safely and explain where ingredients come from.	Sensory exploration and hygiene → purposeful recipe, safe preparation and evaluation. Annotated recipe / pupil voice.
Spring 2 **Community Heroes**	**Mechanisms**	Explore how toy vehicles move. Make a simple emergency vehicle using construction kits or recycled materials.	Design and make a wheeled emergency vehicle. Explore wheels and axles, test movement and improve alignment or stability.	Explore movement → apply wheels and axles to a purposeful product. Design sheet, test notes and photograph.
Summer 1 **It's a Bugs' Life**	**Structures**	Collect and join natural or reclaimed materials to make a small shelter for a minibeast model.	Design and build a minibeast hotel section. Select materials for stability, gaps and shelter, then evaluate against simple criteria.	Material exploration → structure for a user and purpose. Labelled design, photograph and oral evaluation.
Summer 2 **Our Beautiful Planet**	**Structures / sustainability**	Explore reclaimed materials by making a shade, shelter or boat for a small-world character. Talk about reusing materials.	Design, make and test a seaside shelter or model boat using reclaimed materials. Improve it after testing for strength or stability.	Reuse and make → design, test, modify and explain choices. Before/after photographs and pupil reflection.

Y1/2 - Rowans	Autumn term		Spring term		Summer term	
Art/DT	Spirals Access Art Explore drawing as a physical activity using fingers, wrists, elbows, shoulders and the whole body. Create continuous-line and observational drawings using varied tools and marks. Use and personalise a sketchbook for experimentation. Explore graphite, handwriting pen, water, pastel and colour choices. Respond to artists' work and discuss personal outcomes.	DT: Sensational Salads Twinkl • Design a healthy salad for a specific user. • Generate and communicate ideas through drawings and discussion. • Select appropriate ingredients and equipment. • Cut, peel, grate and combine ingredients safely. • Follow simple recipes and hygiene procedures. • Evaluate the finished salad against design criteria. • Identify food groups within the Eatwell Guide. • Understand the importance of a healthy and varied diet. • Know where food comes from.	Exploring watercolour Access Art Explore the properties of watercolour through intuitive mark-making. Use different brushes and ways of holding them. Develop experience of primary and secondary colour mixing. Work without a fixed image, responding to accidental marks and emerging imagery. Respond to watercolour artists and recognise that viewers may respond differently.	DT: Moving Pictures: Traditional Tales Twinkl • Design a moving picture for an intended audience. • Communicate ideas through drawings and mock-ups. • Select and use appropriate tools and materials. • Cut, join and assemble components accurately. • Evaluate the effectiveness of the moving mechanism. • Explore and use simple mechanisms including sliders and levers. • Understand how mechanisms create movement.	Playful Making Access Art Understand sculpture as artwork existing in three dimensions. Explore "Design through Making" rather than fixing an outcome first. Construct using two or more materials and varied joining methods. Bend, twist, fold, cut and fasten materials experimentally. Persevere, reflect on outcomes and discuss similarities and differences.	DT: Our Fabric Faces Twinkl • Design a textile product based on a chosen face or character. • Develop ideas using simple sketches and templates. • Cut and shape fabric. • Join materials using simple techniques. • Use a running stitch. • Decorate textiles to achieve a desired effect. • Evaluate the finished product against design criteria.

Y3/4 - Sycamores	Autumn term		Spring term		Summer term	
Art/DT	Storytelling through drawing Access Art • Explore how illustrators and graphic novelists tell stories through images. • Record responses and generate ideas in sketchbooks. • Experiment with line, shape, colour, composition, sequencing, mark-making and text. • Create a sequence of images responding to poetry or prose. • Present, compare, reflect on and photograph finished work.	DT: Juggling Balls Twinkl • Investigate and evaluate existing juggling balls and textile products. • Design a juggling ball for a specific purpose using annotated sketches. • Select and use appropriate fabrics, tools and decorative techniques. • Measure, cut, shape and join materials accurately to create a finished product. • Evaluate the effectiveness, appearance and durability of the finished juggling ball.	Exploring still life Access Art • Explore traditional and contemporary still-life artists. • Discuss how artists select objects and communicate meaning. • Use sketchbooks for visual notes, recording and reflection. • Develop observational work through line, colour, shape, texture, form and composition. • Present outcomes and explain links between sketchbook development and final work.	DT: Let's go Fly a Kite Twinkl • Investigate different kite designs and identify the features that make them successful. • Develop design criteria and create annotated designs for a kite. • Select appropriate materials and components for strength, stability and flight. • Measure, cut, shape and assemble materials accurately to construct a kite. • Test and evaluate the kite's performance and suggest improvements.	Sculpture, structure, Inventiveness and determination Access Art • Use art-making to explore personal responses and creative decision-making. • Take creative risks and respond positively to challenge and uncertainty. • Make experimental observational drawings using varied media. • Construct sculpture using different materials and processes. • Evaluate personal work and compare approaches and outcomes with others.	DT: Edible Garden Twinkl • Understand where food comes from and how fruits, vegetables and herbs are grown. • Plan and prepare healthy dishes using ingredients grown in an edible garden. • Measure and prepare ingredients safely using appropriate tools and techniques. • Understand seasonality and the importance of a balanced and healthy diet. • Evaluate food products against design criteria and suggest improvements.

Y4/5 - Elms	Autumn term		Spring term Forest School term 4		Summer term	
Art/DT	2D drawing to 3D making Access Art Explore artists who transform drawing into objects. Use sketchbooks to record, test, develop and reflect on ideas. Develop line, mark-making, tone, colour, shape, composition, negative space and grid drawing. Explore typography and purposeful lettering. Transform drawings into three-dimensional outcomes, then present, discuss and photograph	DT: Juggling Balls Twinkl • Investigate and evaluate existing juggling balls and textile products. • Design a juggling ball for a specific purpose using annotated sketches. • Select and use appropriate fabrics, tools and decorative techniques. • Measure, cut, shape and join materials accurately to create a finished product. • Evaluate the effectiveness, appearance and durability of the finished juggling ball.	Exploring identity Access Art Explore how artists use layered and constructed images to communicate identity. Respond to artists and adapt selected techniques and processes. Use sketchbooks to record, generate, test and reflect. Create a physical or digital layered portrait using line, shape, colour, texture and meaning Articulate the creative journey, respond to feedback and photograph outcomes effectively	DT: Let's go Fly a Kite Twinkl • Investigate different kite designs and identify the features that make them successful. • Develop design criteria and create annotated designs for a kite. • Select appropriate materials and components for strength, stability and flight. • Measure, cut, shape and assemble materials accurately to construct a kite. • Test and evaluate the kite's performance and suggest improvements	Shadow puppets Access Art Explore artists and craftspeople working with paper cutting and shadow puppetry. Use sketchbooks to record, generate, test and reflect. Manipulate materials and tools to create character, expression, articulation and movement. Work collaboratively to develop puppets and performance. Give and receive feedback, compare outcomes and photograph or film work.	DT: Edible Garden Twinkl • Understand where food comes from and how fruits, vegetables and herbs are grown. • Plan and prepare healthy dishes using ingredients grown in an edible garden. • Measure and prepare ingredients safely using appropriate tools and techniques. • Understand seasonality and the importance of a balanced and healthy diet. • Evaluate food products against design criteria and suggest improvements.

Y6 – Mighty Oaks	Autumn term		Spring term		Summer term	
Art/DT	Drawing & Sketchbooks: Typography and Maps Access Art Understand typography as visual communication and respond to designers working with type. Construct and draw personally meaningful letterforms through cutting, collage and drawing. Use sketchbooks to collect, test and reflect on ideas. Work over maps or newspaper, combining marks, collage, symbols and typography. Create, present and evaluate a personal visual map, including peer feedback.	DT: Marbulous Structures Twinkl • Design a structure to solve a given problem. • Plan and communicate ideas through drawings and models. • Measure, mark out, cut and assemble materials. • Select suitable materials and components. • Test and evaluate the effectiveness of the structure. • Modify designs to improve performance. • Explore ways to make structures stronger, stiffer and more stable.	Surface & Colour: Making Monotypes Access Art Understand monotype and respond to artists who use the process. Identify and collect examples of artists' mark-making in sketchbooks. Respond visually to poetry through colour, line, shape and words. Explore and refine ideas in sketchbooks. Create monotypes combining mark-making, painting and collage, then share and photograph outcomes.	DT: Global Food Twinkl • Design and adapt recipes for a particular purpose or audience. • Consider nutritional value and cultural influences. • Prepare and cook a range of savoury dishes safely. • Measure ingredients accurately. • Follow and adapt recipes independently. • Evaluate dishes against design criteria. • Understand seasonality and food production. • Apply knowledge of healthy eating when planning meals.	Working In Three Dimensions: Set Design Access Art Explore how designers create sets for theatre and animation. Respond to poetry, prose, music or film and articulate a design response. Use sketchbooks to brainstorm, test, record and reflect. Design and build a model set communicating mood or narrative. Present, evaluate, photograph or film the set, with attention to lighting, focus and composition	DT: Felt Phone Cases Twinkl • Design a functional product for a specific user. • Create detailed annotated designs. • Measure accurately and create templates. • Cut fabric precisely. • Join textiles using a range of stitches. • Apply appropriate finishing techniques. • Evaluate products against design criteria. • Select materials for both functional and aesthetic purposes.