DOGSTHORPE INFANT SCHOOL DESIGN TECHNOLOGY LONG-TERM PLAN

	Auduman 1	Ab		Coving O	Sumana ar 1	Summer or 2
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Food Preparation	Christmas card		3D Rocket	Clay models	
2113	Soup			(Junk Modelling)		
		30-50 months - EMM			ELG - EMM	
Ongoing		Use various construction		40-60 months - EMM	Safely use and explore a	
Ongoing	30-50 months - EMM	materials.		Manipulate materials to	variety of materials, tools	
construction	Realise tools can be used			achieve a planned effect.	and techniques,	
Considerion	for a purpose.	Understand that they can			experimenting with	
opps		use lines to enclose a		Construct with a purpose	colour, design, texture,	
• •	Beginning to be interested	space, and then begin to		in mind, using a variety of	form and function.	
	in and describe the	use these shapes to		resources.	For a self-rest FAAAA	
	texture of things.	represent objects.			Exceeding - EMM	
				Use simple tools and	Find out and make	
				techniques competently	decisions about how	
				and appropriately.	media and materials can	
					be combined and	
				Select appropriate	changed.	
				resources and adapts	Eveneding DI	
				work where necessary.	Exceeding – BI Talk about ideas and	
				Calaatta ala avad	processes which have led	
				Select tools and	1 '	
				techniques needed to	them to make designs	
				shape, assemble and join	and images. Talk about features of their own and	
				materials they are using.	others work, recognising	
					the difference between	
					them and the strengths of	
					others.	
V/1	Forest Schools			Moving vehicles	Healthy Sandwiches	
Y1	Den Building			Moving vehicles	neality Sanawiches	
	Den Building			Design	use the basic principles	
	Davien			• design purposeful,	of a healthy and	
	Designdesign purposeful,			functional, appealing	varied diet to prepare	
	functional, appealing			products for themselves	dishes	
	products for themselves			and other users based	understand where	
	and other users based			on design criteria	food comes from.	
	on design criteria			• generate, develop,	Toda comes nom.	
	 generate, develop, 			model and	Design	
	model and			communicate their ideas	 design purposeful, 	
	communicate their			through talking, drawing,	functional, appealing	
	ideas through talking,			templates, mock-ups	products for	
	drawing, templates,			and, where appropriate,	themselves and other	
	mock-ups and, where			information and	users based on design	
	appropriate,			communication	criteria	
	information and			technology	generate, develop,	
	in on indicate and]	model and	
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SLT and Subject Leader, Summer 2019.

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	T	 OLOGI LOTTO TERMITEME	1	
	communication		communicate their	
	technology	Make	ideas through talking,	
	<u>.</u>	• select from and use a	drawing, templates,	
	Make	range of tools and	mock-ups and, where	
	select from and use a	equipment to perform	appropriate,	
	range of tools and	practical tasks [for	information and	
	equipment to perform	example, cutting,	communication	
	practical tasks [for	shaping, joining and	technology	
	example, cutting,	finishing	recritiology	
	-	• select from and use a	Make	
	shaping, joining and			
	finishing]	wide range of materials	select from and use a	
	select from and use a	and components,	range of tools and	
	wide range of materials	including construction	equipment to perform	
	and components,	materials, textiles and	practical tasks [for	
	including construction	ingredients, according	example, cutting,	
	materials, textiles and	to their characteristics	shaping, joining and	
	ingredients, according		finishing]	
	to their characteristics	Evaluate	 select from and use a 	
		• explore and evaluate a	wide range of	
	Evaluate	range of existing	materials and	
	explore and evaluate a	products	components, including	
	range of existing	• evaluate their ideas and	construction materials,	
	products	products against design	textiles and ingredients,	
	evaluate their ideas	criteria Technical	according to their	
	and products against	knowledge	characteristics	
	design criteria	explore and use	Characteristics	
	design chiend	·	Frankrata	
		mechanisms [for	Evaluate	
	Technical knowledge	example, levers, sliders,	explore and evaluate	
	build structures,	wheels and axles], in	a range of existing	
	exploring how they can	their products.	products	
	be made stronger,		 evaluate their ideas 	
	stiffer and more stable		and products against	
			design criteria	
Y2	Mechanisms: levers	Bug Hotels	Making bread	
12	and sliders	(Forest Schools)		
	Pop-up Pirates	(Forest defidels)	use the basic principles	
	rop-op riidies	Design	of a healthy and	
	Design		varied diet to prepare	
	design purposeful,	design purposeful, functional appealing	dishes	
	functional, appealing	functional, appealing	understand where	
		products for		
	products for themselves	themselves and other	food comes from.	
	and other users based	users based on design	AAI	
	on design criteria	criteria	Make	
	 generate, develop, 		select from and use a	
	model and		range of tools and	
	communicate their		equipment to perform	
	ideas through talking,		practical tasks [for	

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drawing, templates,	Ma	ake	example, cutting,	
mock-ups and, where	•	select from and use a	shaping, joining and	
appropriate,		range of tools and	finishing]	
information and		equipment to perform	1	
communication		practical tasks [for	Evaluate	
technology.		example, cutting,	 explore and evaluate 	
		shaping, joining and	a range of existing	
Make		finishing]	products	
select from and use a		select from and use a	 evaluate their ideas 	
range of tools and		wide range of	and products against	
equipment to perform		materials and	design criteria	
practical tasks [for		components, including	,	
example, cutting,		construction materials,	1	
shaping, joining and		textiles and	1	
finishing]		ingredients, according	1	
		to their characteristics	1	
Evaluate			1	
explore and evaluate a	Evo	raluate	1	
range of existing	•	evaluate their ideas	1	
products		and products against	1	
evaluate their ideas		design criteria	1	
and products against			1	
design criteria	Tec	chnical knowledge	1	
		build structures,	1	
Technical knowledge		exploring how they	1	
build structures,		can be made stronger,	1	
exploring how they can		stiffer and more stable	1	
be made stronger,			1	
stiffer and more stable		ľ	1	
explore and use		ľ	1	
mechanisms [for		ľ	1	
example, levers, sliders,		ľ	1	
wheels and axles], in		ľ	1	
their products.		ľ	1	