



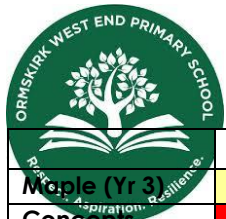
Respect, Resilience, Aspiration

Design & Technology Long Term Plan – Cycle A- 2025-26

Concepts running through DT	Design	Nutrition	Technology	Evaluate	Functionality	innovation
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DT areas of learning:	Structures	Mechanisms	Electrical systems	Food and Nutrition	Textiles
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	Autumn	Spring	Summer
Acorns (EYFS)	In EYFS we use Birth to 5 Matters to support our teaching, in DT this includes: <ul style="list-style-type: none"> Operating mechanical toys, e.g. turning the knob on a wind-up toy or pulling back on a friction car Playing with water to investigate “low technology” such as washing and cleaning Using pipes, funnels and other tools to carry/ transport water from one place to another Playing with a range of materials to learn cause and effect, for example, makes a string puppet using dowels and string to suspend the puppet. 		
	KS1		
Beech (Y1)	Mechanisms	Food tech	Structures
Concept			
NC objectives	explore and use mechanisms [for example, levers, sliders , wheels and axles], in their products.	use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from.	<input type="checkbox"/> build structures, exploring how they can be made stronger, stiffer and more stable
Product design	Cards with sliders	Healthy Salad	Bridge for the 3 Billy Goats
Elm (Y2)	Food tech	textiles	Mechanisms
Concepts			
NC objectives	use the basic principles of a healthy and varied diet to prepare dishes <input type="checkbox"/> understand where food comes from.	select from and use a range of tools and equipment to perform practical tasks <input type="checkbox"/> select from and use a wide range of materials and components, including, textiles according to their characteristics	explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.
Product design	Vegetable Pasta	Hand puppets	Beach food carts



KS2			
Maple (Yr 3)	Mechanisms- pneumatics	Food Tech	structures
Concepts			
NC objectives	understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	understand and apply the principles of a healthy and varied diet <input type="checkbox"/> prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques <input type="checkbox"/> understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	apply their understanding of how to strengthen, stiffen and reinforce more complex structures
	Moving monster toys	Sandwiches	Food Packaging
Willow (4/5)	Electrical Systems	Textiles	Food tech
Concepts			
NC objectives	understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	understand and apply the principles of a healthy and varied diet <input type="checkbox"/> prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques <input type="checkbox"/> understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
Product design	Nightlights	Money holders	Healthy Pizzas
Oak (Y6)	Food tech	Mechanisms- cams	structures
Concepts			
NC objectives	understand and apply the principles of a healthy and varied diet <input type="checkbox"/> prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques <input type="checkbox"/> understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	apply their understanding of how to strengthen, stiffen and reinforce more complex structures
Product design	Seasonal soups	Cam toys	Bird feeders

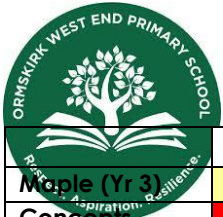


Design & Technology Long Term Plan – Cycle B- 2026-27

Concepts running through DT	Design	Nutrition	Technology	Evaluate	Functionality	innovation
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DT areas of learning:	Structures	Mechanisms	Electrical systems	Food and Nutrition	Textiles
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	Autumn	Spring	Summer
Acorns (EYFS)	In EYFS we use Birth to 5 Matters to support our teaching, in DT this includes: <ul style="list-style-type: none"> • Operating mechanical toys, e.g. turning the knob on a wind-up toy or pulling back on a friction car • Playing with water to investigate "low technology" such as washing and cleaning • Using pipes, funnels and other tools to carry/ transport water from one place to another • Playing with a range of materials to learn cause and effect, for example, makes a string puppet using dowels and string to suspend the puppet. 		
	KS1		
Beech (Y1)	Mechanisms	Food tech	Structures
Concept			
NC objectives	explore and use mechanisms [for example, levers, sliders , wheels and axles], in their products.	use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from.	□ build structures, exploring how they can be made stronger, stiffer and more stable
Product design	Cards with sliders	Healthy Salad	Bridge for the 3 Billy Goats
Elm (Y2)	Food tech	textiles	Mechanisms
Concepts			
NC objectives	use the basic principles of a healthy and varied diet to prepare dishes □ understand where food comes from.	select from and use a range of tools and equipment to perform practical tasks □ select from and use a wide range of materials and components, including, textiles according to their characteristics	explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.
Product design	Vegetable Pasta	Hand puppets	Beach food carts



KS2			
Maple (Yr 3)	Mechanisms- pneumatics	Food Tech	structures
Concepts			
NC objectives	understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	understand and apply the principles of a healthy and varied diet <input type="checkbox"/> prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques <input type="checkbox"/> understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	apply their understanding of how to strengthen, stiffen and reinforce more complex structures
	Moving monster toys	Sandwiches	Food Packaging
Hawthorn (4)	Electrical Systems	Textiles	Food tech
Concepts			
NC objectives	understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	understand and apply the principles of a healthy and varied diet <input type="checkbox"/> prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques <input type="checkbox"/> understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
Product design	Nightlights	Money holders	Healthy Pizzas
Oak (5/6)	Pulleys	Complex electrical systems- alarms	Food tech
Concepts			
NC Objectives	understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]	understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]	select from and use a wider range of materials and components: ingredients, <input type="checkbox"/> prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques <input type="checkbox"/> understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
Product Design	Carousels	Alarm to protect artwork	Bread making