# Queensgate Foundation Primary School DT Long Term Plan 2024-25 Our Vision

Our vision for Design and Technology at Queensgate is that children are given opportunity to be practical, imaginative and inspired. With D.T becoming increasingly relevant in the technological world we aim for children to feel confident in their ability to take risks, be enterprising and innovative. Children are able to draw on varied disciplines such as maths, science, computing and art in order to create real and relevant solutions to problems. Children will also be instilled with crucial principals of nutrition as well as skills of cooking. This vision is embedded throughout our D.T curriculum.

D.T at Queensgate enables children to develop the knowledge and skills they need to gain creative, practical and technical expertise. D.T supports our children in becoming capable and enterprising citizens that will be able to confidently complete tasks and face challenges in the wider world. Design and Technology also enables children to critique, evaluate and test their ideas allowing them to become resilient and conscientious in their approach to designing and making.

### **EYFS**

	Theme	SKILLS COVERED	Overview	NOTES
AUT	Harvest	Design Make Evaluate Technical knowledge – food and nutrition	Children to design their own bread looking at pictures of a variety of bread and then make their own.	
SPR	Amazing Animals	Design Make Evaluate	Children to design their own junk modelling animal with a moving part and then make it.	
SUM	Ticket to Ride	Design Make Evaluate	Children to make their own transport vehicle.	

	Theme	Skills Covered	Overview	Notes
AUT 2	<u>Victorian Toys</u>	Materials and Structures: Generating ideas Designing Planning Selecting tools Researching products Cutting Shaping Joining Explaining choices Suggesting Improvements	Children are to design and make a marble run toy for a Victorian toy.	
SPR 1	Fruit and Vegetables	Cookery: Cutting Peeling Grating Health and Safety Cleaning	Children will prepare and sample fruits and vegetables. They will describe the tastes and textures as well as finding out where they come from.	

SUM B	<u>Lighthouses</u>	Mechanisms:	Children are to design and make a lighthouse with a	
		Designing	movable part.	
		Planning		
		Joining materials		
		Measuring		
		Identify differences in material		
		Suggesting Improvements		

	Theme	SKILLS COVERED	Other relevant Artists/ links/resources	NOTES
AUT 2	Gliders	Materials and Structures: Generating ideas Planning Designing Joining Selecting Materials Measuring Suggesting Improvement	Children will be designing and making their own functioning glider model.	
SPR 1	Fire Engines	Mechanisms: Generating ideas Planning Designing Using wheels and axles Suggesting Improvements	Children will design and make their own fire engine with wheels that allow it to move.	
SUM 2	Moving Pictures	Mechanisms: Generating ideas Planning Designing Using sliders and Levers Suggesting Improvements	Children will use levers and sliders to create moving castle pictures in line with their castle topic.	

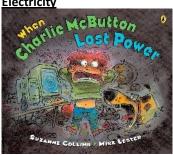
# <u>Year 3</u>

	Theme	SKILLS COVERED	Other relevant Artists/ links/resources	NOTES
AUT 2	Pinch Pots	Mechanisms and Structures: Researching Designing Making strong structures Choosing appropriate materials Joining Cutting	Children will create stone age pinch pots for cave men and women in line with their stone age history topic.	
SPR 1	Making Muscles	Mechanisms: Researching Designing Using Linkages to create movement Selecting appropriate materials	Children will create loving arm and hand muscles for people that need replacement limbs.	
SPR 1	Healthy Eating: Romanian Boats	Nutrition: Hygiene Selecting ingredients Varied Diet Food Production Cutting Peeling Grating 5 a day	Children will learn about having a varied, healthy diet and where it comes from. They will learn about this in relation to the ingredients in their salad boats.	

	Theme	SKILLS COVERED	Overview	NOTES
AUT 1	Charlie and the Chocolate Factory  Charlie  Charlie  Charlie  And the  Charlie  Charlie  And the  Char	Cookery: Food preparation Hygiene/safety  Materials/Structures: Designing Planning Assembly Beginning to use computers for design  Evaluating product for changes and improvements	Children to use chocolate bars as inspiration to design and make their own chocolates and chocolate bar wrappers.	
SPR 1	Habitats  The state of the stat	Materials/ Structures: Designing Planning Assembly Making things strong Selecting materials Joining Materials Evaluating product for changes and improvements	Children use their knowledge of Habitats learnt in science to design and make their own animal feeder.	

SUM 1

Electricity



### **Electrical Systems:**

Using a number of components to make a circuit

### Mechanisms:

Use appropriate tools
Make alterations if a product is not fit for
purpose
Trying new ideas
Creating linkages

Children are to use their knowledge of circuits gained in science to design and make functional electrical board games.



	Theme	SKILLS COVERED	Other relevant Artists/ links/resources	NOTES
AUT 1	Hansel and Gretel: Pop-up Book	<ul> <li>create own design criteria</li> <li>have a range of ideas</li> <li>produce a logical, realistic plan and explain it to others.</li> <li>make design decisions considering time and resources.</li> <li>clearly explain how parts of product will work.</li> <li>model and refine design ideas by making prototypes and using pattern pieces</li> </ul>	Investigate and learn about the work of Lothar Meggendorfer (1847-1925)	
Spring 1	Invaders and Settlers – The Anglo-Saxons	The Bayeux Tapestry: Design and draw a scene. Create scene using tapestry skills.	https://www.historyforkids.net/bayeux-tapestry.html https://www.english-heritage.org.uk/learn/histories/1066-and-the-norman-conquest/the-kids-tapestry/	

xplorers: Earth and Space- Design a	
Mars Rover	2

	Theme	SKILLS COVERED	Other relevant Artists/ links/resources	NOTES
AUT 1				
AUT 2				
SUM 2				

https://www.data.org.uk/media/3226/are-you-really-teachingdtv2\_x264.mp4