## **Long Term Framework for Design and Technology**

		Long	Term Framework for Design and Technology		PRESTON PRIMARY SCHOOL
Block 1	Block 2	Block 3	Block 4	Block 5	Block 6
Nursery					I wonder what happens next  To be able to make a choice from a range of materials (DT)  To be able to say what they are going to make (DT)  To be able to build a model using a range of construction materials and join together using tape, glue or string (DT)  To be able to make changes to the material I am using (roll, squash, stretch etc.) (DT)
Reception	I wonder what is special  Be able to verbally plan the best approach to the task (DT)		I wonder how things change  Be able to select appropriate resources and tools. (DT)		I wonder what happens next  Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - Share their creations, explaining the process they have used;  Can construct a stable structure understanding the importance of a solid base and fix component parts independently (A)  To be able to explain why a material / tool is appropriate for a task (DT)  To be able to manipulate materials to create a planned effect (DT)  To be able to identify success when making a model and identify next steps (DT)
Year 1	<ul> <li>Christmas card with a slider or lever</li> <li>Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</li> <li>Understand that different mechanisms produce different types of movement.</li> <li>Know and use technical vocabulary relevant to the project</li> <li>Explore and use sliders and levers</li> <li>To plan using pictures, words and lists of what they will need.</li> <li>To be able to orally evaluate what went well and what didn't from the planning and making process.</li> </ul>		<ul> <li>What can I make – freestanding structures</li> <li>build structures, exploring how they can be made stronger, stiffer and more stable</li> <li>Know how to make freestanding structures stronger, stiffer and more stable.</li> <li>Know and use technical vocabulary relevant to the project.</li> <li>To plan using pictures, words and lists of what they will need.</li> <li>To be able to orally evaluate what went well and what didn't from the planning and making process.</li> </ul>		<ul> <li>Healthy lifestyles – juicing</li> <li>use the basic principles of a healthy and varied diet to prepare dishes</li> <li>understand where food comes from.</li> <li>Understand where a range of fruit and vegetables come from e.g. farmed or grown at home.</li> <li>Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The eat well plate.</li> <li>Know and use technical and sensory vocabulary relevant to the project.</li> <li>To plan using pictures, words and lists of what they will need.</li> <li>To make juice through learning the skills of squeezing and juicing.</li> <li>To be able to orally evaluate what went well and what didn't from the planning and making process.</li> </ul>
Year 2	<ul> <li>Moving vehicles – Santa's sleigh</li> <li>Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</li> <li>Explore and use wheels, axles and axle holders.</li> <li>Distinguish between fixed and freely moving axles</li> <li>Know and use technical vocabulary relevant to the project.</li> <li>To be able to design a purposeful product based on a design criteria.</li> <li>To understand how the axle system works and makes the vehicle move</li> </ul>		<ul> <li>Freestanding structures – templates and joining build structures, exploring how they can be made stronger, stiffer and more stable</li> <li>Understand how simple 3-D textile products are made, using a template to create two identical shapes.</li> <li>Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling.</li> <li>Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul>		<ul> <li>Healthy lifestyles – fruit and vegetables         use the basic principles of a healthy and varied diet to prepare dishes         understand where food comes from.     </li> <li>To know that certain foods only grow in different countries due to weather conditions         <ul> <li>To know the journey from farm to home with reference to a dairy farm.</li> <li>To be able to design a purposeful product based on a design criteria.</li> <li>To be able to effectively peel and chop hard fruits and vegetables safely.</li> </ul> </li> </ul>

	To be able to recognise what they have done well and what could		To be able to recognise what they have done well and what
	be improved in a written format.		could be improved in a written format.
Year 3	Mechanism and Levers – Christmas Card Understand and use mechanical systems in their products <del>[for</del>	Reinforcing structures – bridges apply their understanding of how to strengthen, stiffen and	Healthy lifestyles –grating and spreading Understand and apply the principles of a healthy and varied
	example, gears, pulleys, cams, levers and linkages]	reinforce more complex structures	diet
	example, gears, pulleys, cams, levers and mikages	reinforce more complex structures	prepare and cook a variety of predominantly savoury dishes
	Understand and use lever and linkage mechanisms.	Develop and use knowledge of how to construct strong, stiff shell	using a range of cooking techniques
		,	, ,
	Distinguish between fixed and loose pivots.      Many and was to shall a sach plant as the manifest.	structures.	understand seasonality, and know where and how a variety of
	Know and use technical vocabulary relevant to the project	Develop and use knowledge of nets of cubes and cuboids and,      where appropriate are proposed as 2D above.	ingredients are grown, reared, caught and processed.
		where appropriate, more complex 3D shapes.	Week to the second details to the second design of the second second des
	•To be able to produce annotated sketches to inform them on	Know and use technical vocabulary relevant to the project.	•Know how to use appropriate equipment and utensils to
	materials required		prepare and combine food.
	•To be able to make a card that has a mechanism containing levers	To be able to produce annotated sketches to inform them on	Know about a range of fresh and processed ingredients
	and linkages	materials required	appropriate for their product, and whether they are grown,
	Be able to operate, discuss and evaluate how their pop up card	To be able to make a bridge structure that can hold a specific	reared or caught.
	works.	weight	Know and use relevant technical and sensory vocabulary
		Be able to operate, discuss and evaluate how their pop up card	appropriately.
		works.	To be able to hygienically grate and spread to prepare food.
			To be able to assess how well their product works in relation
			to the purpose.
Year 4	<u>Different switches – Christmas Card</u>	Pulleys and gears	Healthy lifestyles- bridge and claw cutting
	Understand and use electrical systems in their products [for	Understand and use mechanical systems in their products [for	Understand and apply the principles of a healthy and varied
	example, series circuits incorporating switches, bulbs, buzzers and	example, gears, pulleys, <del>cams, levers and linkages]</del>	diet
	motors		prepare and cook a variety of predominantly savoury dishes
		Understand that mechanical and electrical systems have an	using a range of cooking techniques
	Understand and use electrical systems in their products, such as	input, process and an output.	understand seasonality, and know where and how a variety of
	series circuits incorporating switches, bulbs and buzzers.	Understand how gears and pulleys can be used to speed up, slow	ingredients are grown, reared, caught and processed.
	Apply their understanding of computing to program and control	down or change the direction of movement.	
	their products.	Know and use technical vocabulary relevant to the project.	•Know how to use appropriate equipment and utensils to
	Know and use technical vocabulary relevant to the project.		prepare and combine food.
		•To be able to research using a search engine to find	Know about a range of fresh and processed ingredients
	•To be able to research using a search engine to find	designs/products linked to their design brief	appropriate for their product, and whether they are grown,
	designs/products linked to their design brief	Select from and use materials and components, including	reared or caught.
	Select from and use materials and components, including	construction materials and electrical components according to	Know and use relevant technical and sensory vocabulary
	construction materials and electrical components according to their	their functional properties and aesthetic qualities.	appropriately.
	functional properties and aesthetic qualities.	Be able to operate, discuss and evaluate how their product works	•To be able to prepare ingredients hygienically using bridge
	Be able to operate, discuss and evaluate how their pop up card		and claw cutting methods.
	works.		•To be able to assess how well their product works in relation
			to the purpose.
Year 5	Christmas toy with a cam	Electrical game	Healthy lifestyles-savoury scones
	Understand and use mechanical systems in their products [for	apply their understanding of computing to program, monitor and	understand and apply the principles of a healthy and varied diet
	example, gears, pulleys, cams, levers and linkages]	control their products.	
	• Understand that mechanical systems have an input presses and	• Understand and use cleatrical systems in their products	prepare and cook a variety of predominantly savoury dishes
	Understand that mechanical systems have an input, process and an output	Understand and use electrical systems in their products.      Understand the use of computer control systems in products.	using a range of cooking techniques
	an output.	Understand the use of computer control systems in products.      Apply their understanding of computing to program monitor and	understand seasonality, and know where and how a variety of
	Understand how cams can be used to produce different types of  movement and change the direction of movement.	Apply their understanding of computing to program, monitor and control their products.	ingredients are grown, reared, caught and processed.
	<ul><li>movement and change the direction of movement.</li><li>Know and use technical vocabulary relevant to the project</li></ul>	<ul><li>control their products.</li><li>Know and use technical vocabulary relevant to the project.</li></ul>	Know how to use utensils and equipment including heat
	Nilow and use technical vocabulary relevant to the project	Nilow and use technical vocabulary relevant to the project.	sources to prepare and cook food.
	•To have an understanding of and be able to complete cross-	•To have an understanding of and be able to complete cross-	Understand about seasonality in relation to food products
	sectional and exploded diagrams as a planning tool	sectional and exploded diagrams as a planning tool	and the source of different food products.
	•To be able to make a simple moving toy	To be able to use previous success and failure then reflect on that	Know and use relevant technical and sensory vocabulary.
	To be able to make a simple moving toy     To be able to use previous success and failure then reflect on that	in the evaluation.	To design and make product taking into account audience
	in the evaluation.	in the evaluation.	and purpose
	in the evaluation.		To be able to hygienically prepare food using the rubbing in
			method. – SCONES
<del></del>			method. Scottes

Year 6	Christmas decoration – joining materials	Healthy lifestyles-making bread	Memory Sculpture
	apply their understanding of how to strengthen, stiffen and	understand and apply the principles of a healthy and varied diet	apply their understanding of how to strengthen, stiffen and
	reinforce more complex structures	prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques	reinforce more complex structures
	A 3-D textile product can be made from a combination of	understand seasonality, and know where and how a variety of	To design and make product taking into account audience
	accurately made pattern pieces, fabric shapes and different fabrics.	ingredients are grown, reared, caught and processed.	and purpose
	Fabrics can be strengthened, stiffened and reinforced where		•To be able to use previous success and failure then reflect of
	appropriate.	Know how to use utensils and equipment including heat sources to prepare and cook food.	that in the evaluation.
	•To design an innovative, functional product that is fit for purpose	Understand about seasonality in relation to food products and	
	and aimed at those identified as the target market.	the source of different food products.	
	•To use sewing to create a Christmas decoration.	Know and use relevant technical and sensory vocabulary.	
	•To be able to peer evaluate their products against the design		
	criteria.	To design and make product taking into account audience and	
		purpose	
		•To use kneading to prepare a product – BREAD	