



DT Long Term Plan

Kapow Primary's Design and technology scheme of work aims to inspire pupils to become curious, creative and innovative thinkers with a broad understanding of how products are designed and made, in other words, to think like designers and engineers. The intention is for pupils to develop the confidence to identify problems, generate ideas, plan and create products and evaluate their outcomes.

The scheme aims to raise pupils' awareness of how design and technology shape the way they live, work and interact with the world. It encourages pupils to become resourceful, enterprising individuals who have the skills to contribute to and improve the world around them.

The scheme supports teachers in developing their subject knowledge and skills, enabling the delivery of engaging, well-informed lessons with confidence. The curriculum is designed to be both accessible and ambitious, ensuring all learners' full participation and potential achievement.

We have ensured that all 4 substantive themes (textiles, food technology, structures and mechanisms) have equity of coverage within the curriculum offer. We also have 2 electrical units which supplement learning in science. These are delivered in LKS2 and UKS2. The coverage of 'design, make, evaluate and technical knowledge' as stipulated by the National Curriculum is threaded through every unit to ensure coverage of this.



St Mary's Mixed Age Long Term Plan

	Year 1 / 2		Year 3 / 4		Year 5 / 6	
	Cycle A	Cycle B	Cycle A	Cycle B	Cycle A	Cycle B
Autumn 1						
Autumn 2	Mechanisms: Wheels and Axles	Food technology: Balanced Diet	Textiles: cross- stitch and applique	Structures: pavilions	Mechanisms: gears and pulleys	Textiles: waistcoats
Spring 1						
Spring 2	Structures: construct a windmill	Mechanisms: moving monster	Mechanisms: pneumatic toys	Textiles: fastenings	Food technology: develop a recipe	Structures: playgrounds
Summer 1						
Summer 2	Textiles: puppets	Structures: Baby Bear's Chair	Food technology: cooking seasonally	Electrical systems: torches	Electrical systems: Steady Hand Games	Food technology: Come dine with me