



# Co-op Academy Medlock - Design Technology Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery 1	Adult-led and child-initiated opportunities are planned into the weekly cycle to develop skills needed to become successful designer / problem solver. <i>Across Nursery 1, there are a number of key 'experiences' that will introduce children to some of the principles of food technology.</i>					
Nursery 2		Structures Seasonal Decorations + Designing and creating a cake	Structures Create a 'small-world' Arctic (stimulus)			Make a boat that floats
Reception		Mechanisms Deva Lamps Autumn 2	Structures Create a 'small-world' habitat			
	<b>Mechanisms</b> - skills to build and run throughout seasonal curriculum - card making will include fixings, flaps and pop-ups: Xmas, Valentine's Day, Mothers' Day and Fathers' Day Opportunities for pupils to support in the making of food are woven through the year					
Year 1	Structures Houses - making a house for the 3 little pigs		Mechanisms <u>Wheels and axles - vehicles with wheels and axles</u>		Food Tech <u>Fruit Smoothies</u>	
Year 2/ Year 3 25-26		Food Tech Vegetable Soup		Structures Egyptian Sarcophagus		Mechanisms <u>Levers - Catapult</u>
Year 4		Mechanisms <u>Rainforest animals - pneumatic animal head</u>		Structures Birdhouse for a rivers habitat		Textiles <u>2-D shape to 3-D product - Making a soft toy.</u>
Year 5		Food Tech	Mechanisms			Electrical

		<u>Victorian biscuits</u>	<u>Cams - Theatres with moving characters</u>			Illuminated solar system
Year 6		<b>Textiles</b> Make do and Mend				<b>Electrical systems</b> <u>Steady Hand Game</u>