



West Tyne Church Schools Federation

Design Technology Long Term Plan



Reception

Year 1/2

Shade and Shelter

Brief Overview and
Link to our drivers

Year 1/2

Remarkable Recipes

Brief Overview and
Link to our drivers

Year 3/4

Cook Well, Eatwell

Brief Overview and
Link to our drivers

Year 3/4

Fresh Food, Good
Food

Brief Overview and
Link to our drivers

Year 5/6

Moving Mechanisms

Brief Overview and
Link to our drivers

Year 5/6

Food for Life

Brief Overview and
Link to our drivers

Taxi!

Brief Overview and Link
to our drivers

Beech Hut

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to our drivers

Push & Pull

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Water & Waves

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Eat the Seasons

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Electrical Circuits

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to our drivers

Chop, Slice & Mash

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to our drivers

Making it Move

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to our drivers

Greenhouse

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to our drivers

Tomb Builders

Brief Overview and Link
to our drivers

Allotment—Making
structures

Brief Overview and Link
to our drivers

Make Do & Mend

Brief Overview and Link
to our drivers



Moving Mechanisms

- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Investigate and analyse a range of existing products.
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.
- Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.

Eat The Seasons

- Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
- Understand and apply the principles of a healthy and varied diet.

Allotment, Making Structures

- Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.
- Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.



Food for Life

- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Investigate and analyse a range of existing products.
- Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
- Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.

Electrical Circuits and Components

- Apply their understanding of computing to program, monitor and control their products.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
- Investigate and analyse a range of existing products.
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

Make Do and Mend

- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Investigate and analyse a range of existing products.
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.



Cook Well, Eatwell

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.

Push and Pull

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Greenhouse

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).



Fresh Food, Good Food

- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
- Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
- Understand and apply the principles of a healthy and varied diet.
- Understand how key events and individuals in design and technology have helped shape the world.
- Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

Water and Waves

- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
- Investigate and analyse a range of existing products.
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.
- Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.

Tomb Builder

- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
- Investigate and analyse a range of existing products.



Shade and Shelter

- Build structures, exploring how they can be made stronger, stiffer and more stable.
- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Evaluate their ideas and products against design criteria.
- Explore and evaluate a range of existing products.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Taxi

- Build structures, exploring how they can be made stronger, stiffer and more stable.
- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Evaluate their ideas and products against design criteria.
- Explore and evaluate a range of existing products.
- Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.

Chop, Slice, Mash!

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Evaluate their ideas and products against design criteria.
- Explore and evaluate a range of existing products.
- Generate, develop, model and communicate ideas through talking, drawing, templates, mock-ups and, information and communication technology.
- Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).



Remarkable Recipes

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Evaluate their ideas and products against design criteria.
- Explore and evaluate a range of existing products.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).

Beech Hut

- Build structures, exploring how they can be made stronger, stiffer and more stable.
- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Evaluate their ideas and products against design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).

Making it Move (Bright Lights, Big City)

- Build structures, exploring how they can be made stronger, stiffer and more stable.
- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Evaluate their ideas and products against design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication