

Design and Technology

Using Kapow – www.primarykapow.com

Cycle B – Long Term Plan (2022-23)

Key Stage	Autumn	Spring	Summer
Foundation Stage			
Year 1/2	Mechanisms/Mechanical systems – Making a moving (storybook) Christmas card	Structures – Making a chair	Cooking and nutrition - Fruit and vegetables Possible visit from classroom kitchen
Year 3/4	Cooking and nutrition - Eating seasonally	Structures Cycle A (Year 3) – Constructing a castle/building/monument	Electrical systems - Torches
Year 5/6	Structures – Bridges	Digital World - Navigating the world?	Cooking and nutrition - What could be healthier? Possible visit to Wagamamas

Design and Technology

Using Kapow – www.primarykapow.com

Cycle A – Long Term Plan (2023-24)

Key Stage	Autumn	Spring	Summer
Foundation Stage			
Year 1/2	Mechanisms – Making a (monster) moving figure	Structures – Constructing a (windmill) /rotary vehicle eg aeroplane	Cooking and nutrition - A Balanced Diet
Year 3/4	Cooking and nutrition - Adapting a recipe Possible visit to Pizza Express	Mechanisms Making a slingshot car Possible visit Ginetta	Digital– Electronic charm
Year 5/6	Electrical systems – Electronic Christmas greeting card	Mechanisms – Automata toys	Cooking and Nutrition – (Come Dine with me) – Making a series of Savoury Dishes Possible visit to Rethink food

Year Group	Knowledge
Year 1/2	<ul style="list-style-type: none"> • To know that 'joining technique' means connecting two pieces of material together. • To know that there are various temporary methods of joining fabric by using staples. glue or pins. • To understand that different techniques for joining materials can be used for different purposes. • To understand that a template (or fabric pattern) is used to cut out the same shape multiple times. • To know that drawing a design idea is useful to see how an idea will look. • To know that sewing is a method of joining fabric. • To know that different stitches can be used when sewing. • To understand the importance of tying a knot after sewing the final stitch. • To know that a thimble can be used to protect my fingers when sewing.
Year 3/4	<p>To know that applique is a way of mending or decorating a textile by applying smaller pieces of fabric to larger pieces.</p> <ul style="list-style-type: none"> •To know that when two edges of fabric have been joined together it is called a seam. •To know that it is important to leave space on the fabric for the seam. •To understand that some products are turned inside out after sewing so the stitching is hidden. • To know that a fastening is something which holds two pieces of material together for example a zipper, toggle, button, press stud and velcro. • To know that different fastening types are useful for different purposes. • To know that creating a mock up (prototype) of their design is useful for checking ideas and proportions. • To know that a fastening is something which holds two pieces of material together for example a zipper, toggle, button, press stud and velcro. • To know that different fastening types are useful for different purposes. • To know that creating a mock up (prototype) of their design is useful for checking ideas and proportions.
Year 5/6	<p>To know that blanket stitch is useful to reinforce the edges of a fabric material or join two pieces of fabric.</p> <ul style="list-style-type: none"> • To understand that it is easier to finish simpler designs to a high standard. • To know that soft toys are often made by creating appendages separately and then attaching them to the main body. • To know that small, neat stitches which are pulled taut are important to ensure that the soft toy is strong and holds the stuffing securely. <p>To understand that it is important to design clothing with the client/ target customer in mind.</p> <ul style="list-style-type: none"> • To know that using a template (or clothing pattern) helps to accurately mark out a design on fabric. • To understand the importance of consistently sized stitches.