

D & T Long Term Plan Updated 2025

Pre School	Structures Explore constructing with wooden blocks, planks and junk.	Using tools Learn to use scissors to cut and shape. Use spoons to mix and knives to spread.	Design Plan and make things to meet a need. Eg a sandwich for a packed lunch. Evaluation EYFS1 Talk simply about how they made a model and what they like most.
Reception	Structures Explore constructing with a range of materials including wooden blocks. Develop ways to fix using glue, tape, pegs.	Using tools Develop scissor skills to cut more carefully. Cut and spread with knives.	Design Plan and make something to meet a need. Eg a bed for a bear, a simple picnic. Evaluation EYFS2 Talk about how they made a model. Say what they think went well and what was tricky.
Year 1	1. Structures- Free standing structures Explore building free-standing structure with block, then junk. Learn how to make models more stable at the base .Learn to join sheet materials and boxes with tape and glue. Construction materials	2. Food- Preparing fruit and vegetables Develop knowledge of fruit and vegetables. Design and make a healthy dish using fruit and veg for a planned purpose. Eg jellies for a party. Develop cutting skills.	3. T2. Mechanisms – Wheels and axles Explore construction kits that have wheels and axles. Explore types of wheels and axles. Design, make and evaluate a product that use wheels and axles, e.g a vehicle for a book character.
Year 2	1. Food- Preparing fruit and vegetables Develop knowledge of fruit and vegetables. Design and make a healthy dish using fruit and veg for a planned purpose. Eg soup for the annual Big Soup.	2. Textiles- Templates and Joining Explore ways of joining fabric. Learn running stitch. Use a simple template to cut a shape, with help. Join pieces by sewing to make a planned product. Eg a simple bag. Evaluation Y1 Talk about what worked well and what they need to practice or improve. Begin to record evaluations.	3 Mechanisms- Sliders and Levers Explore a range of examples of sliders and levers Design, make and evaluate a product with a slider or lever, e.g greetings card.

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Year 3	1.Textiles – 2d shape to 3D product Learn more joining stitches e.g. back stitch, blanket stitch. Design, make and evaluate a product for a planned purpose using fabric and a template. e.g. a soft toy for a present, a purse for pocket money	2. Food—Healthy and varied diet Link to PSHRE –principles of a healthy diet Develop skills and techniques – cutting, spreading and grating. Design, make and evaluate a healthy bread based meal, e.g a pitta bread sandwich	3. Mechanisms – Pneumatics Explore using tubes and squeezey bottles or syringes to create movement. Design, make and evaluate a product using pneumatic movement e.g. a tipper truck
Year 4	1.Structures- Shell structure Explore a range of boxes. Assemble and evaluate 3D shapes. Design, make and evaluate a shell structure product for a purpose, e.g. a gift box or packaging.	2a Electrical Systems – Simple circuits and switches <i>(follow on from electricity in Yr4 science)</i> Explore handmade and commercial switches. Design, make and make a electrical product for a purpose e.g. a light for a display.	3 Mechanisms – Levers and linkages Explore and make examples of leverage and linkage mechanisms (producing an oscillating or reciprocating movement). Design, make and evaluate a product with moving parts for a purpose e.g. a class display for educational topic purpose.
Year 5	1.Food – Celebrating culture and seasonality Design, make and evaluate a food product for an event. Eg the big soup Explore seasonality and incorporate something seasonal into the product.	2.Mechanisms- Pulleys or Gears Explore combination gears or pulleys using construction kits. Design, make and evaluate a product using gears or pulleys. *Link with computing- use Crumble to send commands to a construction, follow on for introduc-	3. Structures- Frame structures Explore a range of frame structures in the world around them. Explore techniques for building. Design, make and evaluate a frame structure for a purpose, e.g. a shelter for camping in.
Year 6	1.Mechanisms – Cams Explore existing products that have cams through demonstration models. Design, make and evaluate a product that uses a cam, e.g a toy for a younger child.	2.Textiles –Combining different fabric shapes Explore a range of different fabrics. Learn some new stitches e.g. chain stitch, stem stitch, lazy daisy stitch. Plan, make and evaluate a product using shaped fabric, e.g. a Christmas decoration for their family tree.	.3. Electrical Systems -More complex switches and circuits (*link in with electricity in Yr6 science) Develop understanding of monitoring, output and input. Explore a wider range of switches and sensors. Design, make and evaluate a product using an a complex switch eg an alarm to protect a valuable artefact. 4. Structures – Frame structures using CAD Design, make and evaluate CAD structures to design a product eg a tower. Use software 2D primary by Techsoft or 3D CAD such as Tinkercard