

Britannia Bridge DT Long Term Plan 2023/24



Class	Autumn I	Autumn 2	Spring I	Spring 2	Summer I	Summer 2
N3 Caterpillars	All about me	Celebrations	Down in the woods	Heroes and villains	Amazing animals	Under the sea
	Continuous coverage	,	•	sive arts and Design- Cred ne World- The Natural Wo	•	sical development-Fine
	motor) Textiles - The children will freel Expressive arts and design - Cr Structures - The children will o	y explore a range of media and reating with materials) develop their own ideas then dec	materials developing their own i	a spoon with good control and be deas of what to make. They dev (Expressive arts and design- Cr their own ideas then decide wha	velop their own ideas then decide eating with materials)	e what they need to make it. (
Reception Butterflies	What makes me special?	Celebrations	The World around us	Growing	Houses and homes	Fantasy
	a knife, fork and spoon indepe Textiles - The children confider (Expressive arts and design - C Structures - The children discu Mechanisms - children will explo	ren will know and talk about diff ndently (Physical Development- itly join and assemble materials ireating with materials) ass and design what they want t	Perent factors that support the fine motor) in different ways. They discuss to make using their own ideas are has magnetism, gravity as well	the World- The Natural Water health and wellbeing e.g. exertand design what they want to mind what materials they could use as push and pull. They will discuss	cise, teeth brushing, healthy foc nake using their own ideas and w e. (Expressive arts and design-	hat materials they could use. Creating with materials)
Year I Bumblebees	Moving mini beasts Mechanisms The children will explore how to construct a sliding mechanism, a lever and pivot mechanism, and a wheel mechanism, to design and make a moving minibeast picture for an author who is writing a book about minibeasts!		Stable structures Structures Structures The children will explore what makes a stable structure. They will look at wooden toy garages. They will think about what materials they can use to design and make a stable structure of their own.		Eat more fruit and vegetables Food & Nutrition The children will find out about healthy eating and design and make smoothies and salads.	
Year 2 Seahorses		Perfect Pizzas Food & Nutrition The children will develop the skills and techniques of cutting, peeling and grating and think about a balanced diet when they design, make and evaluate a pizza.		Vehicles Mechanisms The children will explore wheels, axles and chassis to design, make and evaluate their own moving vehicle		Puppets Textiles The children will work with fabric to create finger puppets and practise their sewing skills. They will then design, make and evaluate their own glove puppet made from felt and use running stitch to join.

Year 3 Hummingbirds	Story books Mechanisms Children will have the chance to explore moving parts in a variety of storybooks and learn how to recreate some of these moving parts using a variety of tools and techniques before investigating different types of fonts and graphics. They will design, create and evaluate their very own moving storybooks		British Inventors Structures/Inventions and achievements The children will find out about some important Victorian inventions and more recent 20th century inventions created by British inventors and scientists. They will discover how inventions have changed the lives of the people who use them. The children will undertake activities where they will design and evaluate products to solve problems and have the opportunity to reinforce materials in a variety of ways, inspired by famous scientists and their inventions.		Light up signs Programming and electrical The children will research, design and make light boxes and fit them with either electronic components such as bulbs and batteries, or small LED's.	
Year 4 Dragonflies		Seasonal Stockings Textiles The children will explore and use running stitch, overstitch and zig zag stitch. They will embroider shapes and patterns and use applique to add decoration. They will design, make and evaluate their own seasonal stocking.		Seasonal Food Food & Nutrition The children will practise cooking skills such as slicing, dicing, beating, whisking, folding, sieving, rolling and grating to follow different recipes. They will find out about seasonal foods and use this knowledge to design, make and evaluate a healthy meal.		Miini Greenhouses Structures Children will find out the purpose of a greenhouse and how it works, before moving on to exploring how structures like these can be made stable, and what materials would be the most appropriate to use. Children then apply this knowledge and understanding when designing, making and evaluating their very own mini greenhouse.
Year 5 Owls	Bridges Structures The children will construct and explore the different types of bridges and what makes them strong. They will then design, make and evaluate their own bridge and test its strength		Moving Toys Mechanisms The children will use cam mechanisms to design, make and evaluate a variety of stable moving toys		Fashion and textiles Textiles The children will explore how textiles are used in the fashion industry and practise sewing a basting stitch, whip stitch, back stitch. They will sew a hem and design, make and evaluate their own drawstring bags	
Year 6 Sharks		Burgers Food & Nutrition The children will independently and confidently use the cooking skills such as slicing, dicing, beating, whisking, folding, sieving, rolling and grating. They will look at nutrition		Programming Pioneers Programming and electrical /Inventions and achievements Children will focus on designing, developing, testing and prototyping computer- controlled electronic		Bird Houses Structures Children will will research, design and make a bird box suitable for a specific bird. Using skills such as drawing 3-D diagrams and exploded diagrams, reading and measuring dimensions,

bread dough and burgers to create new and interesting flavours. They will design, make and evaluate their own meat/meat free burger. They will also learn all about influential computer scientists through history who have shaped the world around us.
