



Art & DT long-term plan

To be delivered in the second half term following Art timetable

Writing in blue denotes revision of key learning.

Autumn 2		Spring 2	Summer 2
	DT	DT	DT
EYFS Robins	Sticking, cutting & planning	Bookmarks : design a bookmark, considering what to include and why	Adapt & improve original ideas
Year 1 Owls	Mechanisms (school)	Textiles	Food (environment)
	Sliders and levers Design appealing products; use a range of tools; evaluate existing products; use mechanisms	Puppets : Explore different ways of joining fabrics. Develop technical skills of cutting, stapling and pinning.	Preparing fruit and vegetables Use the basic principles of a healthy and varied diet to prepare dishes; where food comes from.
Year 2 Swallows	Mechanisms (industry)	Structures	Food (home)
	Wheels and axles Design appealing products; use a range of tools; evaluate existing products; use mechanisms	Baby bear's chair : pupils help Baby Bear by making him a brand new chair, exploring different shapes and materials.	Preparing fruit and vegetables Use the basic principles of a healthy and varied diet to prepare dishes; where food comes from.
Year 3 & 4 Golden Eagles (24/25)	Structures (home)	Mechanical Systems	Textiles (environment)
	Castle structures Research & develop design criteria; use a range of equipment; history of DT; design complex structures	Pneumatic toys : design and create a toy with a pneumatic system. Thumbnail sketches and exploded diagrams.	2-D shape to 3-D product Model their ideas in a variety of ways; make reasoned choices about materials; analyse existing products
Year 3 & 4 Golden Eagles (25/26)	Mechanical Systems (school)	Digital World	Food (environment)
	Levers and linkages Research & develop design criteria; use a range of equipment; analyse existing products	Mindful moments timer : design, program, prototype and brand a Micro:bit timer to a specified amount of minutes.	Healthy and varied diet Apply principles of a healthy, varied diet; use a range of cooking techniques; understand seasonality.
Year 5 Herons	Textiles (industry)	Structures	Food (Home)
	Combining different fabric shapes Research & develop design criteria; use a range of equipment; history of DT; design complex structures	Bridges : create their own bridge and test its durability - using woodworking tools and techniques.	Culture and seasonality Apply principles of a healthy, varied diet; use a range of cooking techniques; understand seasonality.
Year 6 Merlins	Structures (environment)	Structures (Mechanical)	Electrical Systems (home)
	Playgrounds : design and create a model for a new playground. Research & develop design criteria; use a range of equipment; history of DT; design complex structures	Automato toys : Develop functional automata toys for a window display using cams, followers and axles to create movement.	More complex switches and circuits Model their ideas in a variety of ways; make reasoned choices about materials; evaluate ideas



The BAWB Federation
Bainbridge, Askrigg, and West Burton Primary Schools
*Inspired by the compassion of the Good Samaritan, we
treat one another with respect and kindness,
using courage and creativity as we grow and learn.*
Executive Headteacher: Ms Vicky Collins