

Vernon Primary School Design Technology Long Term Map



	Autumn	Spring	Summer
EYFS	Continuous provision – Junk modelling, construction area and materials, Fine/gross motor skill activities using scissors and tweezers.	Continuous provision – Joining methods for construction, outdoor piping and tubing, STEM Day, DT Day, Pizza Express visit	Continuous provision - Construction, planning, labelling, evaluating and improving.
Year 1	<u>Focus area:</u> Materials - Creating bug houses/hotels <u>Designer/Architect:</u> George Clarke	<u>Focus area:</u> Mechanics, Electricals and Electronics & Computing – Manchester Bee network Buses <u>Designer/Architect:</u> Thomas Heatherwick & George Shillibeer	<u>Focus area:</u> Food - planning and preparing a lunch <u>Designer/Architect:</u> Nadiya Hussain & Jamie Oliver
Year 2	<u>Focus area:</u> Textiles - Design and make a superhero cape <u>Designer/Architect:</u> Vivienne Westwood	<u>Focus area:</u> Construction - Matchstick Buildings <u>Designer/Architect:</u> David Adjaye	<u>Focus area:</u> Mechanics - Moving picture using levers, wheels and winding mechanisms. <u>Designer/Architect:</u> Archimedes
Year 3	<u>Focus area:</u> Electricals & Electronics - Treasure Boxes <u>Designer/Architect:</u> Elizabeth Killick	<u>Focus area:</u> Materials and Textiles - Roman tabard <u>Designer/Architect:</u> Valentino	<u>Focus area:</u> Food – Cakes in Space – Healthy baking <u>Designer/Architect:</u> Ruth Clemens
Year 4	<u>Focus area:</u> Mechanics - Mummy's tomb using levers, winding mechanisms, pulleys and gears. <u>Designer/Architect:</u> Imhotep	<u>Focus area:</u> Textiles - Jungle Leaves <u>Designer/Architect:</u> Mary White	<u>Focus area:</u> Construction and Computing - Viking longships <u>Designer/Architect:</u> Raye Montague & Colin Archer
Year 5	<u>Focus area:</u> Food – bread-making <u>Designer/Architect:</u> Paul Hollywood	<u>Focus area:</u> Electricals and Electronics - Doodlers <u>Designer/Architect:</u> Thomas Watson and Alexander Bell	<u>Focus area:</u> Construction, Mechanics and Computing - CAMs mechanisms to create a moving creature <u>Designer/Architect:</u> Ismail Al-Jazari
Year 6	<u>Focus area:</u> Textiles - Make do and mend – recycled materials quilts (computing objectives covered within Computing unit) <u>Designer/Architect:</u> Lucienne Day and Maria Mahler	<u>Focus area:</u> Materials - Mayan masks and carvings <u>Designer/Architect:</u> Julie Taymor	<u>Focus area:</u> Construction - Enterprise Project <u>Designer/Architect:</u> Local Businesses
Curriculum Values			
Creativity & Curiosity	Independence	Respect & Cooperation	

'Nobody else is quite like me'