Carrwood Primary School

DT LTP

<table>
<tr><th></th><th>Autumn 1</th><th>Autumn 2</th><th>Spring 1</th><th>Spring 2</th><th>Summer 1</th><th>Summer 2</th></tr>
<tr><td>Petals</td><td colspan="6">Make simple models which express their ideas. Outdoors - Large building bricks, large wooden planks, guttering to built structures, den making. In doors – wooden blocks, train tracks, Duplo, large pieces of material for den making.
Cooking and nutrition – simple food preparation – tasting foods, using tool to decorate biscuits or buns, change between raw and cooked food.
Mechanisms and movement – toys with wheels, friction cars, books with moving parts, pop up books out door large tyres.
Exploring different materials – such as playdough, wooden, metal, natural resource, cloth material.
Structures
Textiles
Cooking and nutrition
Mechanisms</td></tr>
<tr><td rowspan="2">Nursery</td><td><u>Diva Lamps</u>
Moulding, joining materials
Structures
Textiles</td><td><u>Christmas Cards</u>
Selecting and joining materials, explore different materials freely.
Structures
Textiles</td><td><u>Transport</u>
Explores box modelling and making 3D creations.
Structures
Textiles</td><td><u>Minibeast Hotels</u>
Design and make a minibeast hotel.
Structures
Textiles</td><td colspan="2">See all year-round activities.</td></tr>
<tr><td colspan="5">Throughout the year we will be: Baking, junk modelling, threading.</td></tr>
<tr><td>Reception</td><td>Explores junk modelling and making 3D creations.</td><td>Baking birthday buns and icing/ decorating

Design a bun recipe</td><td>Design a boat that floats. - Create collaboratively, sharing ideas,</td><td>Use a range of methods to join materials together. (Easter basket)</td><td>Use a range of methods to join materials together. - Return to and build on their previous</td><td>Design and create different food e.g. soup/ fruit skewers/ chips

Design a recipe</td></tr>
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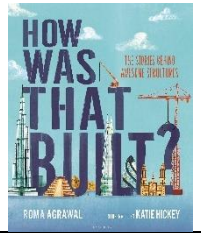
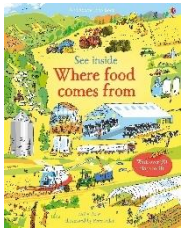
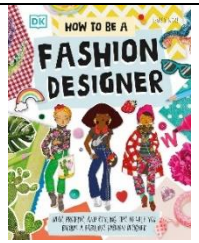
	Cutting and scissor skills Temporary joins *Structures* *Textiles*	Mix ingredients Describing some of the following when tasting food: look, feel, smell and taste	resources and skills. Design a junk model boat Using knowledge from exploration to inform design Making predictions about, and evaluating, different materials to see if they are waterproof. *Structures* *Textiles*	Cutting and scissor skills Temporary/ permanent joins *Structures* *Textiles*	learning, refining ideas and developing their ability to represent them. *Structures* *Textiles*	Chopping skills Describing some of the following when tasting food: look, feel, smell and taste *Structures* *Textiles*
Year 1	Stable Structures *Structures* 		Simple Stitches *Textiles*		Smoothies *Cooking and nutrition* 	
Year 2	A chair for a bear *Structures*		Fairground wheel *Mechanisms*		Making a moving monster *Mechanisms*	
Year 3	Wearable technology *Digital world*		Product packaging *Structures*		Eating seasonally *Cooking and nutrition*	
Year 4	Helmets *Structures*		Mechanical cars *Mechanical systems*		Torches *Electrical systems*	
Year 5	Doodlers *Electrical systems*		Gears and pulleys *Mechanical systems*		Developing a recipe *Cooking and nutrition*	

Year 6	Bags *Textiles* 	*Cooking and nutrition*	Playgrounds *Structures* 