

Cycle	Autumn (History focus)		Spring (Geography)		Summer (History focus)	
Year 1	 Childhood	Design and Technology Project Den Designers - This project is linked to Childhood. - This project teaches children about the purpose of shelters and their materials. - They name and describe shelters and design and make shelter prototypes. - Children then design and build a play den as a group and evaluate their completed product.	 Bright Lights Big City	Design and Technology Project On the Move - This project is linked to Bright Lights, Big City. - This project teaches children about wheels, axles and chassis and how they work together to make a vehicle move.	 School Days	Design and Technology Project Chop, Peel and Grate - This project is linked to School Days. - This project teaches children about sources of food and the preparatory skills of peeling, tearing, slicing, chopping, mashing and grating. - They use this knowledge and techniques to design and make a supermarket sandwich according to specific design criteria.
	Year 2	 Movers & Shakers	Design and Technology Project Marvellous Mechanisms - This project teaches children about three types of mechanism: sliders, levers and linkages. - They make models of each mechanism before designing and making a greetings card with a moving part.	 Coastline	Design and Technology Project Seaside Structure This project teaches children about making and strengthening structures, including different ways of joining materials.	 Magnificent Monarchs

Year 3	 Through the Ages (History focus)	Design and Technology Project Cook Well, Eat Well - This project is linked to Through the Ages. - This project teaches children about food groups and the Eatwell guide. - They learn about methods of cooking and explore these by cooking potatoes and ratatouille. - The children choose and make a taco filling according to specific design criteria.	 Rock, Relics and Rumbles	Design and Technology Project Making It Move - This project is linked to Rocks, Relics and Rumbles. - This project teaches children about cam mechanisms. - They experiment with different shaped cams before designing, making and evaluating a child's automaton toy.	 Emperors and Empires (History focus)	Design and Technology Project Greenhouse - This project is linked to Emperors and Empires. - This project teaches children about the purpose, structure and design features of greenhouses, and compares the work of two significant greenhouse designers. - They learn techniques to strengthen structures and use tools safely. They use their learning to design and construct a mini greenhouse.
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Year 4	 Invasion (History focus)	Design and Technology Project Fresh Food, Good Food - This project is linked to Invasion. - This project teaches children about food decay and preservation. - They discover key inventions in food preservation and packaging, then make examples. - The children prepare, package and evaluate a healthy snack.	 Misty Mountain, Winding River	Design and Technology Project Functional and Fancy Fabrics - This project is linked to Misty Mountain, Winding River. - This project teaches children about home furnishings and the significant designer William Morris. - They learn techniques for decorating fabric, including block printing, hemming and embroidery and use them to design and make a fabric sample.	 Ancient Civilisations	Design and Technology Project Tomb Builders - This project is linked to Ancient Civilisations. - This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.
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Cycle A Upper School	 Dynamic Dynasties (History focus)	Design and Technology Project Moving Mechanisms - This project is linked to Dynamic Dynasties. - This project teaches children about pneumatic systems. They experiment with pneumatics before designing, making and evaluating a pneumatic machine that performs a useful function.	 Sow, Grow and Farm	Design and Technology Project Eat the Seasons - This project is linked to Sow, Grow and Farm. - This project teaches children about the meaning and benefits of seasonal eating, including food preparation and cooking techniques.	 Ground-breaking Greeks (History focus)	Design and Technology Project Architecture - This project is linked to Ground-breaking Greeks. - This project teaches children about how architectural style and technology has developed over time and then use this knowledge to design a building with specific features.

Cycle B Upper School	 Maafa (History focus)	Design and Technology Project Food for Life - This project is linked to Maafa. - This project teaches children about processed food and healthy food choices. - They make bread and pasta sauces and learn about the benefits of whole foods. - They plan and make meals as part of a healthy daily menu, and evaluate their completed products.	 Frozen Kingdom (Geography main focus)	Design and Technology Project Cushions (sewing) - This project is linked to Frozen Kingdom. - This project teaches children a range of simple sewing stitches (visible and hidden) to make a cushion. - They learn about a variety of fastenings that can be used. - They learn about different embellishments that can be added to their cushion to make it more aesthetically pleasing	 Britain at War (History focus)	Design and Technology Project Engineer - This project is linked to Britain at War. - This project teaches children about remarkable engineers and significant bridges, learning to identify features, such as beams, arches and trusses. - They complete a bridge-building engineering challenge to create a bridge prototype.



St Jude’s Schools Design and Technology Long Term Plan



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