

# Vernon Primary School Design Technology Long Term Map



	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
<b>EYFS</b>	Continuous provision, Design a...? (Autumn theme), Junk modelling, Fine/gross motor skill activities using scissors and tweezers.	Continuous provision, Design a...? (Spring theme) 'Keep it because' (signs that children make when they want to keep a construction), Use of design planner sheets.	Continuous provision, Design a...? (Summer theme) Mud kitchen, 'Work in progress' (signs that children put on constructions they want to continue with), threading, Large construction.
<b>Year 1</b>	<u>Focus area:</u> Materials - Creating bug houses/hotels <u>Designer/Architect:</u> George Clarke	<u>Focus area:</u> Electricals and Electronics & Computing - 3D Pudding Lane <u>Designer/Architect:</u> Norman Foster	<u>Focus area:</u> Food - planning and preparing a lunch <u>Designer/Architect:</u> Rick Stein
<b>Year 2</b>	<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
<b>Year 3</b>	<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 - Design and prepare an astronaut's meal <u>Designer/Architect:</u> Heston Blumenthal
<b>Year 4</b>	<u>Focus area:</u> Mechanics - Mummy's tomb using levers, winding mechanisms, pulleys and gears. <u>Designer/Architect:</u> Hero of Alexandria	<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> Matt Jarman and Ian Simpson (local architects)
<b>Year 5</b>	<u>Focus area:</u> Food – bread-making <u>Designer/Architect:</u> George Calombaris	<u>Focus area:</u> Electricals and Electronics - LED cards <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
<b>Year 6</b>	<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- Creating supportive natural habitats <u>Designer/Architect:</u> Monty Don & The Woodland Trust
<b>Curriculum Values</b>			
<b>Creativity &amp; Curiosity</b>	<b>Independence</b>	<b>Respect &amp; Cooperation</b>	

*'Nobody else is quite like me'*