



Design and Technology at Bridgewater: Long Term Map

Nursery	Personal, Social and Emotional	Physical	Understanding the World	Expressive Arts and Design
	<p>Children will know examples of healthy food.</p>	<p>Introduce the large construction equipment for building.</p> <p>Children will know how to use hammers to hit a large headed nail.</p> <p>Children will know how to use loop scissors to make snips in paper.</p>	<p>Children will learn how to operate wind-up toys and pulleys.</p> <p>Children will make collections of natural materials to investigate and talk about.</p>	
Reception				
	<p>Children will know how healthy eating is important for their health.</p>	<p>Children will know how to use two-hole scissors to make snips in paper.</p> <p>Children will know how to thread and sew.</p> <p>Children will know how to use two-hole scissors to cut along lines straight and curved.</p>	<p>Children will identify plastic and metal.</p> <p>Children will explore the strength of materials to make a house for the animals to safely hibernate.</p>	<p>Introduce textiles and sewing area to design and make station.</p> <p>Children will know how to make a tab join.</p> <p>Children will know how to make a split pin join.</p> <p>Children will know how to make a model applying a variety of joining techniques.</p>



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	Autumn 1	Autumn 2	Spring		Summer		
Year 1	Structures (Constructing a Windmill)	Mechanisms: Sliders (Moving Story Book)	Mechanisms: Wheels and Axles (Simple Moving Vehicles)	Textiles (Puppets)		Food Fruit and Vegetables (Smoothies)	
Year 2	Structures (Baby Bears Chair)	Mechanisms Lever Mechanisms (Moving Monsters)	Mechanisms Wheels and Axles (Fairground Wheel)		Food (A Balanced Diet – Wraps)		Textiles (Pouches)
Year 3	Structures (3D Shapes, Nets and Structures to Build a Castle)	Mechanical Systems (Pneumatic toys)	Electrical Systems (Electric Poster)	Food (Eating Seasonally)	Textiles (Cushions or Egyptian Collars)		Digital World (Electronic Charm)
Year 4	Mechanical Systems (Making a Slingshot Car)	Digital World (Mindful Moments Timer)	Food (Adapting a Recipe)	Electrical Systems: App Control (Lego Spike)		Structures (Pavilions)	Textiles (Fastenings)
Year 5	Food (What could be healthier?)	Structures: (Bridges)	Electrical Systems (Doodlers)	Textiles (Stuffed Toys)	Mechanical Systems (Pop up Books)		Digital World (Monitoring Devices)
Year 6	Food (Come Dine with Me)	Digital World (Navigating the World)	Mechanical Systems (Automata Toys)	Textiles (Waistcoats)	Electrical Systems (Steady Hand Game)		Structures (Frame Structures and playground)