

DT LTP 2025-2026

	Autumn	Spring	Summer
Reception	<p>All about me Celebrate with me Can use scissors to make snips and cut lines, holding scissors in one hand. Can cut continuously with scissors to make lines or snips and uses a paintbrush to form lines and circles. Shows a preference for a dominant hand. Uses drawing equipment to draw a figure (this may be simply a circle with stick arms and legs). Uses a range of different techniques and variety of materials, e.g. paint, collage. Uses drawing materials to create pictures with a range of lines and shapes. Often chooses to draw, representing recognisable objects or shapes in work. Is able to mould and shape dough with fingers and tools.</p>	<p>Once Upon a Time Animals Use scissors to cut along curved lines, holding scissors in the correct position. Uses scissors to cut around more complex shapes. Uses different techniques and materials to achieve the desired effect and can talk about what has been created. Is beginning to plan a design before starting. Uses a range of tools and equipment and selects the most appropriate tool or joining material for the job. Cuts along curved lines with scissors and uses moulding tools with malleable materials. Makes some independent choices about the resources needed and talks about their creations. Uses different textures in their creations and will combine media.</p>	<p>Ticket to Ride Under the Sea Uses a range of small tools, including scissors, paint brushes and cutlery. Begins to show accuracy and care when drawing. Safely uses and explores a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Shares their creations, explaining the processes they have used.</p>
Year 1	<p>Mechanisms (Aut 2) A moving picture</p> <ul style="list-style-type: none"> • Sliders and levers 	<p>Textiles (Spr 2) Finger puppet</p> <ul style="list-style-type: none"> • Templates and joining techniques 	<p>Food technology (Sum 2) Fruit kebab Preparing fruit and vegetables (including cooking and nutrition requirements for Clicker7 – designing the fruit kebab (picture word bank)</p>
Year 2	<p>Mechanisms - wheels and axels (Aut 1) Making a vehicle</p> <ul style="list-style-type: none"> • Select and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing. • Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics. 	<p>Food technology (Spr 1) Pitta pockets</p> <ul style="list-style-type: none"> • Preparing fruit and vegetables • Using home grown foods 	<p>Free standing structures (Sum 1) A building</p> <ul style="list-style-type: none"> • Manchester Town Hall • Beetham Tower • MOSI • Library's

<p>Year 3</p>	<p>Shell structures (Aut 2) Making a gift box</p> <ul style="list-style-type: none"> • Shell structures (including computer aided design) <p>Creating nets</p>	<p>Textiles (Spr 2) Bookmark</p> <ul style="list-style-type: none"> • Joining 2D shape to 3D shapes 	<p>Food technology (Sum 2) Stuffed peppers</p> <ul style="list-style-type: none"> • Healthy and varied diet (including cooking and nutrition requirements for KS2) –covering new skills- frying, boiling, chopping, grating
<p>Year 4</p>	<p>Mechanical Systems (Aut 1) Moving poster</p> <ul style="list-style-type: none"> • Levers and linkages 	<p>Food technology (Spr 1) Toastie</p> <p>Healthy and varied diet (including cooking and nutrition requirements)</p>	<p>Electrical Systems (Sum 1) Torch</p> <p>Simple circuits and switches (including programming)</p>
<p>Year 5</p>	<p>Mechanical Systems (Aut 2) Moving vehicle with motor</p> <ul style="list-style-type: none"> • Pulleys or gears <p>Physical computing: Crumble to control motor</p>	<p>Frame structures (Spr 2) Bridge</p> <ul style="list-style-type: none"> • Building bridges-model making and structures 	<p>Food technology (Sum 2) Bread</p> <ul style="list-style-type: none"> • Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) – Cooking savoury bread. Learning new skills: threading, rolling, using new ingredients (yeast)
<p>Year 6</p>	<p>Electrical Systems (Aut 1) Electrical board game</p> <ul style="list-style-type: none"> • More complex switches and circuits (including programming, monitoring and control) <p>Physical computing: Micro:bit adding timer/buzzer/counter</p>	<p>Textiles (Spr 1) Iphone case</p> <ul style="list-style-type: none"> • Combining different fabric shapes (including computer-aided design) 	<p>Food technology (Sum 1) Eggs- making a frittata</p> <ul style="list-style-type: none"> • Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) Cooking savoury meal: New skills: frying, combining different ingredients, new ingredients and meats.