



The Woodland Federation of Peak District Schools

Long Term Plan for Design Technology KS2

2024-2025		
Term	Unit	Objectives
Autumn 1	Art Unit	
Autumn 2	Cooking and Nutrition - Eating Seasonally	<p>To explain why food comes from different places around the world.</p> <p>To explain the benefits of seasonal foods.</p> <p>To develop cutting and peeling skills.</p> <p>To evaluate seasonal ingredients.</p> <p>To design a mock-up using criteria.</p> <p>To evaluate a dish</p>
Spring 1	Art Unit	
Spring 2	Digital world - Wearable technology	<p>To research and evaluate existing products.</p> <p>To develop design criteria.</p> <p>To use code to program and control a product.</p> <p>To develop and communicate ideas.</p> <p>To develop ideas through computer-aided design.</p> <p>To improve a design based on feedback.</p>
Summer 1	Art Unit	
Summer 2	Structures - Constructing a castle	<p>To recognise how multiple shapes (2D and 3D) are combined to form a strong and stable structure.</p> <p>To design a castle</p> <p>To construct 3D nets.</p> <p>To construct and evaluate my final product.</p>

2025-2026		
Term	Unit	Objectives
Autumn 1	Art Unit	
Autumn 2	Structures - Pavilions	<ul style="list-style-type: none"> To create a range of different shaped frame structures. To design a structure. To build a frame structure. To add cladding to a frame structure.
Spring 1	Art Unit	
Spring 2	Mechanical Systems - Making a slingshot car	<ul style="list-style-type: none"> To build a car chassis. To design a shape that reduces air resistance. To make a model based on a chosen design. To assemble and test my completed product.
Summer 1	Art Unit	
Summer 2	Electrical systems - Torches	<ul style="list-style-type: none"> To learn about electrical items and how they work. To analyse and evaluate electrical products. To design a product to fit a set of specific user needs. To make and evaluate a torch.

2026-2027

Term	Unit	Objectives
Autumn 1	Art Unit	
Autumn 2	Electrical systems - Doodlers	<p>To understand how motors are used in electrical products.</p> <p>To investigate an existing product to determine the factors that affect the product's form and function.</p> <p>To apply the findings from research to develop a unique product.</p> <p>To develop a DIY kit for another individual to assemble their product.</p>
Spring 1	Art Unit	
Spring 2	Mechanical Systems - Gears and Pulleys	<p>To create a working gear system and explain its function.</p> <p>To improve a working gear system and suggest some applications.</p> <p>To create a working pulley system and explain its function.</p> <p>To conduct market research to discover useful tasks an eco-gadget bike could perform.</p> <p>To design and evaluate an eco-gadget bike using design criteria.</p>
Summer 1	Art Unit	
Summer 2	Cooking and nutrition - Developing a recipe	<p>To understand how ingredients are reared and processed.</p> <p>To make adaptations to design a recipe.</p> <p>To evaluate nutritional content.</p> <p>To practise food preparation skills.</p> <p>To design a product label.</p> <p>To follow and make an adapted recipe.</p>

2027-2028

Term	Unit	Objectives
Autumn 1	Art Unit	
Autumn 2	Textiles - Waistcoats	To design a waistcoat. To mark and cut fabric according to a design. To assemble a waistcoat. To decorate your waistcoat.
Spring 1	Art Unit	
Spring 2	Structure - Playgrounds	To design a playground with a variety of structures. To build a range of structures. To improve and add detail to structures. To create a surrounding landscape.
Summer 1	Art Unit	
Summer 2	Digital world - Navigating the world	To write a design brief and criteria based on a client request. To write a program to include multiple functions as part of a navigation device. To develop a sustainable product concept. To develop 3D CAD skills to produce a virtual model. To present a pitch to 'sell' the product to a specified client.