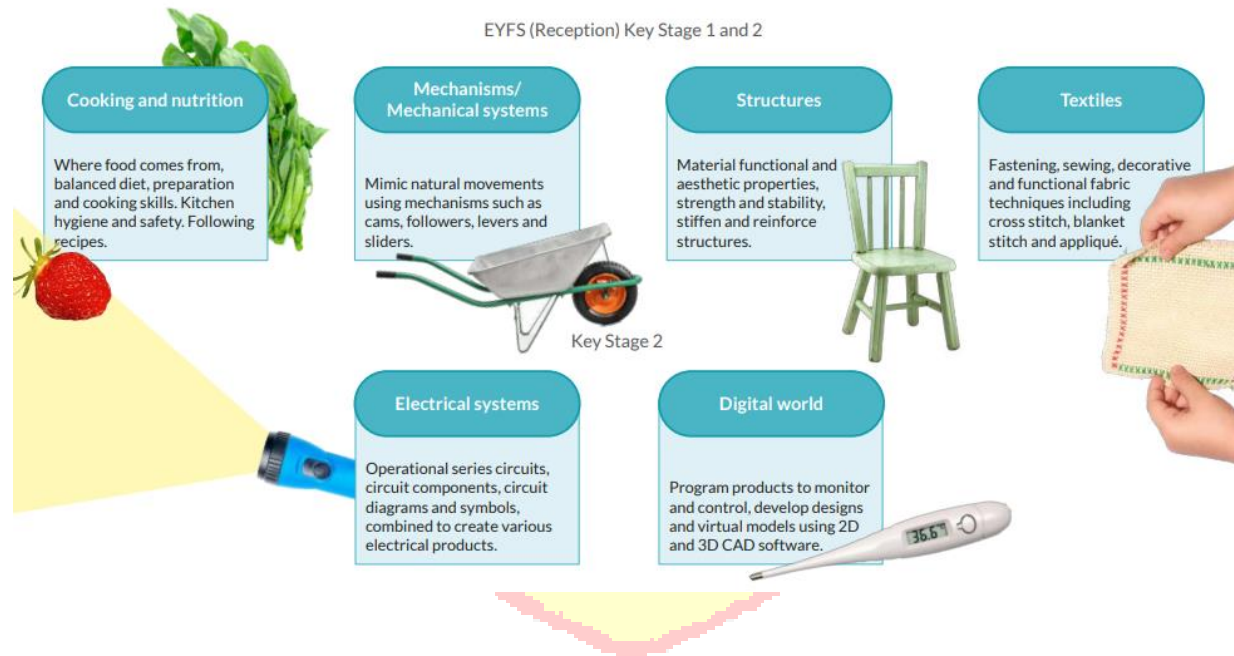


Design and Technology Long Term Plan 2024-2025 (Cycle B) and 2025-2026 (Cycle A)

At Lanercost C of E Primary School we use the CUSP Geography Curriculum to support our planning and teaching of our whole school Geography Focus. A guiding principle of CUSP Geography is that each study draws upon prior learning. The CUSP Geography Curriculum has been used to plan a mixed-age class programme of study that includes specific and associated geographical vocabulary, planned sequentially and cumulatively from Year One to Year Six. The Early Years Foundation Stage follow the same Geography Focus as the whole school, planning and delivering experiences and activities in line with the Statutory framework for the early years foundation stage 2021 and Development Matters.

Key areas

The six key areas are revisited each year, with Electrical systems and Digital world beginning in KS2. The areas enable all subject leads, specialists or non-specialists, to understand and make it easy for teachers to see prior and future learning for your pupils. You can see, at a glance, how the unit you are teaching fits into their wider learning journey.



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	Cycle A						Cycle B					
Term	Autumn		Spring		Summer		Spring		Summer			
Key Concepts	Structure Cooking and nutrition Textiles						Mechanisms and Mechanical systems <i>Digital World</i> <i>Electrical Systems</i>					
Class 1	Structure: Friendship Bracelet	Food: Healthy snack for Santa	Structure: Shadow Puppet		Structure: Egyptian Temple	Textiles: Father's Day Badges	Structure: How can we attach a friendship bracelet?	Food: What can we make Santa?	Structures: What might we find in a town?	Food: How do we make Easter nests?	Textiles: Keeping warm in the mountain	Structures: Building a wall
<p align="center">Early Years Objectives from Development Matters for 3-4 Year Olds and Reception</p> <ul style="list-style-type: none"> Explore different materials freely, to develop their ideas about how to use them and what to make. <ul style="list-style-type: none"> Develop their own ideas and then decide which materials to use to express them. <ul style="list-style-type: none"> Join different materials and explore different textures. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Show a preference for a dominant hand. Explore, use and refine a variety of artistic effects to express their ideas and feelings. <ul style="list-style-type: none"> Return to and build on their previous learning, refining ideas and developing their ability to represent them. <ul style="list-style-type: none"> Create collaboratively, sharing ideas, resources and skills. Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons. 												

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Kapow Units for KS1 and KS2 can be taught in any order (this is up to each class Teacher) and minimum of 5 units will be taught each academic year.

Cycle A			Cycle B		
Year 1/2	Year 3/4	Year 5/6	Year 1/2	Year 3/4	Year 5/6
Mechanisms: Making a moving story book (4 lessons)	Mechanical systems: Pneumatic toys (4 lessons)	Textiles: Stuffed Toys (4 lessons)	Balanced diet (6 lessons)	Mechanical systems option 1: Mechanical cars (5 lessons) Mechanical systems option 2: Making a slingshot car (4 lessons)	Textiles: Waistcoats (4 lessons)
Structures: Constructing a windmill (4 lessons)	Digital world: Wearable technology (6 lessons)	Electrical systems: Doodlers (4 lessons)	Mechanisms: Making a moving monster (4 lessons)	Digital world: Mindful moments timer (6 lessons)	Electrical systems: Steady hand game (4 lessons)
Textiles: Puppets (4 lessons)	Eating seasonally (6 lessons)	Structures: Bridges (4 lessons)	Structures: Baby bear's chair (4 lessons)	Adapting a recipe (6 lessons)	Structure: Playgrounds (4 lessons)
Mechanisms: Wheels and axles (4 lessons)	Structures: Constructing a castle (4 lessons)	Digital world: Monitoring devices (4 lessons)	Textiles: Pouches (4 lessons)	Structures: Pavilions (4 lessons)	Digital world: Navigating the world (5 lessons) NB. Lesson 5 could be an assembly opportunity
Smoothies (6 lessons)	Cross stitch and appliqué Textiles: Cushions or Egyptian collars (4 lessons)	Developing a recipe (6 lessons)	Mechanisms: Fairground wheel (5 lessons)	Textiles: Fastenings (4 lessons)	Come dine with me (6 lessons)
Use this time to: ★ Extend projects ★ Attend trips ★ Celebrate (gallery) ★ Set challenges	Electrical systems: Electric poster (4 lessons)	Mechanical systems option 1: Gears and pulleys (5 lessons) Mechanical systems option 2: Making a pop-up book (4 lessons)	Use this time to: ★ Extend projects ★ Attend trips ★ Celebrate (gallery) ★ Set challenges	Electrical systems: Torches (4 lessons)	Mechanical systems: Automata toys (4 lessons)

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