

Long term plan – Design Technology – Overview (All year groups)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Awaiting Content	Awaiting Content	Awaiting Content	Awaiting Content	Awaiting Content	Awaiting Content
Year 1/2 A	<u>All aboard</u> Mechanisms Wheels and axles			<u>We are Explorers</u> Mechanisms – making a moving story book/sea monster	<u>How does your garden grow?</u> Structures – constructing a windmill and fairy- chair for the garden	
Year 1/2 B		<u>Banquets, balls and battles</u> Mechanisms – (Fairground Wheel planning) using similar mechanisms to make a catapult	<u>China</u> Food - Fruit and vegetables A balanced diet	<u>Robin Hood</u> Textiles – making a puppet/pouch		
Year 3/4 A			<u>Ancient Greece</u> Mechanical systems – Pneumatic toys	<u>Scrumdiddliumptious</u> Food – Eating seasonally and adapting a recipe	<u>Saxons</u> Electrical systems – Electric poster/torches	
Year 3/4 B		<u>Bronze to Iron Age</u> Structures –		<u>Romans</u> Mechanical systems-		<u>Mountains</u> Textiles – Fastening/cushions

		Constructing a castle/hill fort/pavilion		Making a slingshot care		
Year 5/6 A	<u>Space</u> Mechanical system – Automata toys			<u>Make do and mend</u> Textiles – Stuffed toys/waistcoats		<u>Mexico</u> Food - Come dine with me and what could be healthier?
Year 5/6 B	<u>Medicine</u> Mechanical systems - Making a pop-up book			<u>Rivers</u> Structures – Bridges/playgrounds	<u>Crime and punishment</u> Electrical system - Steady hand game including a motor	