



Design & Technology Long term Overview

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
Foundation	Explore- basic level joining Structures- junk modelling	Explore- basic level joining Introduce mid level joining Structures/ textiles- making props Cooking- Christmas	Explore- basic and mid level joining Structures- teach- rolling a tube of paper for supports- make houses Cooking- make a gingerbread man	Explore- basic and mid level joining Introduce high level joining Structures- Using large resources to create vehicles- ambulance/ fire engine etc. Cooking- Healthy me	Explore high level joining Structures- make minibeast models Textiles- kente cloth
Year 1	Food: Fruit and vegetables	Structures: constructing windmills	Mechanisms: moving story book.	Mechanisms : wheels and axles.	Textiles: puppets
Year 2	Food: a balanced diet.	Mechanisms: Fairground wheel.	Structures: baby bear's chair.	Textiles: pouches.	Mechanisms : moving monsters.
Year 3	Textiles: cushions.	Structures: constructing a castle.	Food: eating seasonally.	Digital world: electronic charm.	Mechanical systems: pneumatic toys.
Year 4	Mechanical systems: making a slingshot car.	Textiles: fastenings.	Structures: pavilions.	Food: adapting a recipe.	Electrical systems: torches.
Year 5	Food: what could be healthier?	Electrical systems: doodlers.	Mechanical systems: making a pop-up book.	Digital world: monitoring devices.	Structures: bridges.
Year 6	Structures: playgrounds.	Mechanical systems: Automata toys.	Electrical systems: steady hand game.	Digital world: navigating the world.	Food: come dine with me.