

Design and Technology Long Term Plan

Year Group	Mechanisms and structures	Food	Textiles and electrical systems
Rec	Block play – horizontal and vertical structures	Pumpkin soup/ Fruit Salad – cutting & chopping	Junk models Joining materials
1	Mechanisms <i>Hinges and sliders/levers</i> Moving Minibeasts	Food <i>Preparing fruit</i> Fantastic Fruit (smoothies)	Textiles <i>Templates and joining techniques</i> Puppets
2	Mechanisms - <i>Wheels and axles</i> Moving Toys	Freestanding structures - <i>Stability</i> Outdoor Furniture <i>(Playground/park/garden equipment)</i>	Food - <i>Preparing fruit and vegetables</i> Vegetable Delight <i>(Vegetable skewers/kebabs & side salad – links to Life experience)</i>
3	Structures <i>Shell structures (packaging)</i> <i>(Potential for ICT design)</i> Christmas Treat Box	Food <i>Healthy and varied diet</i> Healthy Dips and Dippers	Textiles <i>2D shape to 3D product</i> Pencil Case
4	Mechanical systems <i>Pneumatics</i> Moving Creatures	Food <i>Healthy and varied diet</i> Perfect Pizzas (using a wrap base)	Electrical systems <i>Simple circuits and switches</i> <i>(Potential for programming/control)</i> Torches, Lamps and Lanterns
5	Structures <i>Frame structures</i> Air Raid Shelters	Food <i>Culture and seasonality</i> Soups	Textiles <i>Combining different fabric shapes</i> Fancy a bag? (drawstring)
6	Mechanical systems <i>Pulleys or gears</i> Fairgrounds	Food <i>Culture and seasonality</i> Savoury scones	Electrical systems <i>More complex circuits and switches</i> <i>(Potential for programming/monitoring/control)</i> Electrical Games