

## Design & Technology curriculum long-term plan

(blanks demote where Art units are taught)

### Year A curriculum cycle

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YR	Drawing: Junk modelling	Seasonal projects	Textiles: bookmarks	Seasonal projects	Cooking & nutrition: soup	Structures: Boats
Y1/2	Structures: Creating a windmill		Textiles: Puppets		Cooking and nutrition: Smoothies	
Y3/4		Digital code: wearable technology		Cooking & nutrition: Eating seasonally		Structures: Constructing a castle
Y5/6		Electrical systems: Doodlers		Mechanical systems making a pop-up book		Cooking and nutrition: Developing a recipe

### Year B curriculum cycle

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YR	Drawing: Junk modelling	Seasonal projects	Textiles: bookmarks	Seasonal projects	Cooking & nutrition: soup	Structures: Boats
Y1/2	Structures: Baby bear's chair		Mechanisms: Fairground wheel		Mechanisms: Making a moving monster	
Y3/4		Structures: Pavilions	Mechanical systems: making a slingshot car		Electrical systems: Torches	
Y5/6	Textiles: waistcoats		Structures: playgrounds		Digital world: navigating the world	