



Long Term Plan: Design and Technology

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Additional Opportunities
EYFS	<p>All EYFS learning is linked to the interests of the children – below are examples of Design and technology in action within continuous provision and across the year</p> <p><b>Structures</b> – Junk modelling/dough/outdoor/loose parts – use and explore a range of materials, tools and techniques. Scissor skills, joining and problem solving</p> <p><b>Cooking and nutrition</b> – making soup, stir-fry, Christmas pudding – chopping and preparing safely. Where food comes from and tasting</p> <p><b>Textiles</b> – threading and weaving to create using different materials</p> <p><b>Structures</b> – properties of materials through water play</p>						
1	<p><b>Mechanisms</b> A moving story book - sliders</p>	<p><b>Structures</b> Design and make a stable structure</p>	<p><b>Textiles</b> Puppets – joining fabrics</p>	<p><b>Mechanisms</b> Vehicles – wheels and axles</p>	<p><b>Cooking and Nutrition</b> Smoothies – handle and explore ingredients</p>		
2		<p><b>Mechanisms</b> Fairground Wheel – functional components</p>	<p><b>Mechanisms</b> Moving Monsters- linkage mechanisms</p>	<p><b>Structures</b> Exploring shapes and materials</p>	<p><b>Cooking and Nutrition</b> Balanced Diet – wrap design</p>	<p><b>Textiles</b> Introduction to sewing</p>	
3		<p><b>Textiles</b> Cushions - Cross stitch and applique</p>	<p><b>Mechanical Systems</b> Pneumatic toys- create movement within a mechanism</p>	<p><b>Electrical Systems</b> Electric poster - Basic circuit making</p>	<p><b>Digital World</b> Wearable Technology Design and coding</p>	<p><b>Cooking and Nutrition</b> Eating seasonally</p> <p><b>Structure</b> Build a church – configuring nets</p>	
4	<p><b>Digital World</b> Micro:bit programming</p>	<p><b>Mechanical Systems</b> Slingshot cars- using nets to construct</p>	<p><b>Textiles</b> Book sleeves – fastenings</p>	<p><b>Electrical Systems</b> Torches – electrical circuits</p>	<p><b>Structure</b> Pavilions</p>	<p><b>Cooking and Nutrition</b> Designing and making Pizza and packaging</p>	
5	<p><b>Mechanical Systems</b> Pop-up books – levers, sliders, layers and spacers</p>	<p><b>Digital World</b> Micro:bit programming</p>	<p><b>Textiles</b> Stuffed toys – introducing blanket stitch to previous skills</p>	<p><b>Structures</b> Bridges – strength of structures and durability</p>	<p><b>Electrical Systems</b> Series circuits and motors</p>	<p><b>Cooking and Nutrition</b> Bolognese sauce – modify a traditional recipe</p>	
6	<p><b>Electrical Systems</b> Steady hand games – nets and electrical circuits</p>	<p><b>Textiles</b> Waistcoats – use a pattern template and apply textile skills</p>	<p><b>Digital World</b> Programme a navigation tool</p>	<p><b>Mechanical Systems</b> Automata toys – measure, cut and assemble using cams</p>	<p><b>Structures</b> Playgrounds – five apparatus &amp; 3 different structures</p>	<p><b>Cooking and Nutrition</b> From farm to fork – 3 course meal design</p>	