



Design and Technology Long Term Plan

2025-2026																															
Year 1						Year 2						Year 3 / 4						Year 5						Year 6							
A u t u m n 1	A u t u m n 2	S p r i n g 1	S p r i n g 2	S u m m e r 1	S u m m e r 2	A u t u m n 1	A u t u m n 2	S p r i n g 1	S p r i n g 2	S u m m e r 1	S u m m e r 2	A u t u m n 1	A u t u m n 2	S p r i n g 1	S p r i n g 2	S u m m e r 1	S u m m e r 2	A u t u m n 1	A u t u m n 2	S p r i n g 1	S p r i n g 2	S u m m e r 1	S u m m e r 2	A u t u m n 1	A u t u m n 2	S p r i n g 1	S p r i n g 2	S u m m e r 1	S u m m e r 2		
	Mechanism: Make a moving story book	Textiles: Puppets		Cooking and nutrition: Smoothies		Mechanism: Making a moving monster		Structures: Baby's Chair		Cooking and Nutrition: Balanced diet			Cooking and nutrition: Eating seasonally		Textiles: Egyptian collars		Mechanism: Pneumatic toys			Cooking and nutrition: Developing a recipe		Electrical Systems: Doodlers		Textiles: Stuffed Toys			Textiles: Waist coats		Structures: Playgrounds		Cooking and nutrition: Seasonal Cooking

2026-2027																															
Year 1						Year 2						Year 3 / 4						Year 4 / 5						Year 6							
A u t u m n 1	A u t u m n 2	S p r i n g 1	S p r i n g 2	S u m m e r 1	S u m m e r 2	A u t u m n 1	A u t u m n 2	S p r i n g 1	S p r i n g 2	S u m m e r 1	S u m m e r 2	A u t u m n 1	A u t u m n 2	S p r i n g 1	S p r i n g 2	S u m m e r 1	S u m m e r 2	A u t u m n 1	A u t u m n 2	S p r i n g 1	S p r i n g 2	S u m m e r 1	S u m m e r 2	A u t u m n 1	A u t u m n 2	S p r i n g 1	S p r i n g 2	S u m m e r 1	S u m m e r 2		
	Mechanism: Make a moving story book	Textiles: Puppets		Cooking and nutrition: Smoothies			Mechanism: Making a moving monster		Structures: Ferris Wheels		Cooking and Nutrition: Balanced diet			Electrical systems: Electric poster		Mechanical systems: Mechanical cars		Structures: Product packaging			Cooking and Nutrition: Developing a recipe		Mechanical Systems: Gears and Pulleys		Textiles: Stuffed Toys		Textiles: Bag making		Cooking and Nutrition: Come Dine with Me		Electrical systems: Steady Hand Game