



Design and Technology Long Term Plan.

Cycle A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
Reception (Cycle A & B)	Skills: Owl Baby puppets Structures: Houses Food: Soup	Salt dough Tree decoration Skills: Paper weaving Split pin characters	Structures: Junk model rockets/papier-mâché Making playdough/clay candle holders	Mechanisms: Simple pop up Easter Card. Skills: Flower threading	Textiles: Animal finger puppets Book marks	Structures: Junk model boats Seaside fossil (salt dough). Food: picnic
Unit 2	Textiles: Puppets & Pouches		Structures: Windmills	Mechanisms: Making a Moving Storybook	Structures: Baby Bear's Chair	
Unit 3 D.T. Day Digital World: Electronic Charm	Food: Adapting a recipe		Mechanical systems: pneumatic toys	Structures – Pavilions	Food: Eating Seasonally	
Unit 4 D.T. Day Digital World: Monitoring Devices	Food: What could be healthier		Electrical systems: Doodlers & Steady Hand Game	Textiles: Stuffed Toy	Food: Come Dine with Me	
Cycle B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
Unit 2	Food: Fruit & Veg & Balanced Diet	Mechanisms : Making a moving Monster			Mechanisms: Wheels & Axles Mechanisms: Fairground	
Unit 3 D.T. Day Fastenings	Structures: Constructing a castle	Mechanisms: Making a slingshot car			Electrical systems: Torches Textiles: Cross Stitch and Applique (Egyptian collars)	
Unit 4 D.T. Day Digital World: Navigating the world	Mechanisms: Making Pop Up Books	Mechanisms: Automated toys			Structures: Bridges & Playgrounds	