## **Subject Overview: Design and Technology**

Unity	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Workshop junk modelling - (DT)		Workshop junk modelling - (DT)	Textiles: Bookmarks - (DT)	Food: Soup (DT)	Structures: Boats - (DT)
Year 1	Structures: Constructing windmills (4 lessons)		Textiles: Puppets (4 lessons)		Food: Fruit and vegetables (4 lessons)	
Year 2		Structures: Baby bear's chair (4 lessons)		Mechanisms: Fairground wheel (4 lessons)		Mechanisms: Making a moving monster (4 lessons)
Year 3	Food: Eating seasonally (4 lessons)		Digital world: Electronic charm (4 lessons)		Structures: Constructing a castle (4 lessons)	
Year 4		Structure: Pavilions (4 lessons)		Mechanical systems: Making a slingshot car (4 lessons)		Electrical systems: Torches (4 lessons)
Year 5	Doodlers (4 lessons)		Mechanical systems: Making		Food: What could be healthier? (4 lessons)	

		a pop-up book (4 lessons)		
Year 6	Textiles:		Structure:	Digital world:
	Waistcoats (4		Playgrounds (4	Navigating the
	lessons)		lessons)	world (4 lessons)