



## Design and Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		Construct a windmill (structures)	Puppets (textiles)		Smoothies (food and nutrition)	
Year 2		Baby bears chair (structures)		Fairground wheel (mechanical)		Moving monster (mechanisms)
Year 3		Eating seasonably (food and nutrition)	Wearable technology (digital world)		Construct a castle (structures)	
Year 4		Pavillions (structures)		Make a slingshot car (mechanical)		Torches (electrical systems)
Year 5		Doodlers (Electrical systems)	Making a pop-up book (mechanical)		Developing a recipe (food and nutrition)	
Year 6		Waistcoats (textiles)		Playgrounds (structures)		Navigating the world (digital world)