



Design Technology – Long term overview

	Penguins EYFS	Turtles Year 1	Dolphins Year 2	Seahorses A Year 3/4	Seahorses B Year 3/4	Sharks A Year 5/6	Sharks B Year 5/6
Term 1	Structures: Creating fossils		Structures: Baby bear's chair				Food: Come dine with me
Term 2	Structures: Junk modelling Vehicles	Textiles: Puppets		Digital World: Electronic charm	Structures: Pavilions	Textiles: Stuffed toy	
Term 3	Textiles: Weaving	Structures: Constructing windmills			Textiles: Cushions		Structures: Buildings (adapted from bridges)
Term 4	Food: Animal themed café		Mechanisms: Fairground wheel			Electrical systems: Steady hand game	
Term 5			Textiles: Pouches	Mechanisms: Pneumatic toys			Mechanical systems: Making a pop- up book
Term 6	Structures: Fleet on Foot – Jonathan Wright	Food: Fruit and vegetables		Electrical systems: Torches	Food: Eating seasonally	Digital World: Navigating the world	