Design and Technology Long Term Overview										
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2				
FS2	Daily opportunities for exploring different materials and join them; evaluating existing products and replicating them.		Mechanisms: split pin Outcome: Moving Easter card		Structures: joining and strengthening Outcome: Bird feeder					
Year 1		Structures: joining and strengthening Outcome: Chair or a bed/ cot for a toy		Mechanisms: sliders, levers and wheel Outcome: Moving picture of the Great fire of London	Textiles: sewing Outcome: A puppet					
Year 2		Structures: strengthening Outcome: Model of a playground	Mechanisms: wheels and axles Outcome: Balloon buggies		Food technology: soup recipes Outcome: soup					
Year 3		Structures: box packaging Outcome: Packaging for a Christmas present or decoration	Mechanisms: Pneumatics Outcome: pneumatic Egyptian character			Food technology: Seasonality and ingredients Outcome: A savoury Greek dish				
Year 4		Electrical Systems: switches and bulbs Outcome: torch		Food technology: healthy foods Outcome: Pizzas		Textiles: sewing Outcome: Making a bag with recycled materials and a printed design				
Year 5	Mechanisms: Cams Outcome: Fairground ride		Structures: strengthening Outcome: Bridges		Textiles: different stitches Outcome: Bookmark of different stitches					
Year 6	Textiles: patterns and embellishments Outcome: phone case			Food technology: sweet and savoury Outcome: WW2 recipes	Programming and Mechanisms: Using Crumble controllers and gears					

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			Outcome: A vehicle	
			controlled by Crumbles	