Long Term Curriculum Map   Design and Technology

	Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Swallows	**A**	**D&T: Year 1/2 Food** – Preparing fruit and vegetables e.g. fruit salad/kebabs/smoothies		**D&T: Year 1/2 Mechanisms** – Wheels and axles		**D&T: Year 1/2 Mechanisms** – Sliders and levers	
	B	**D&T: Year 1/2 Structures** – Freestanding structures		**D&T: Year 1/2 Textiles** – Templates and joining instructions		**D&T: Year 1/2 Food** – Preparing fruit and vegetables e.g. fruit salad/kebabs/smoothies	
Herons	**A**	**D&T: Year 3/4 Structures** – Shell structures, including using computer-aided design		**D&T 1: Year 3/4 Mechanical Systems** – Levers and linkages (design, make, evaluate moving toys to represent the circus acts using mechanical systems) **D&T 2: Year 3/4 Electrical Systems** – Simple circuits and switches inc simple programming and control		**D&T: Year 3/4 Food** – Healthy and varied diet: Sandwiches and packed lunches/picnic food	
	B			**D&T: Year 3/4 Food** – Healthy and varied diet: Stone Age stewed fruit		**D&T: Year 3/4 Textiles** – 2D shape to 3D product (Romans)	
Kingfishers	**A**	**D&T: Year 5/6 Textiles** – Combining different fabric shapes including using computer-aided design in textiles		**D&T 1: Year 5/6 Mechanical Systems** – Pulleys or gears **D&T 2: Year 5/6 Structures** – Frame structures (use as part of clock-making)		**D&T: Year 5/6 Food** – Celebrating culture and seasonality	
	B	**D&T: Year 5/6 Textiles** – Combining different fabric shapes including using computer-aided design in textiles (e.g. make a medieval money container)				**D&T 1: Year 5/6 Food** – Cooking with rationed foods (wartime recipes) **D&T 2: Year 5/6 Electrical Systems** – More complex switches and circuits / Monitoring and control	