

## Design Technology – Whole School Overview of Units

### Year A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1/2</b>	Structures: Constructing a Windmill		Cooking and Nutrition: Smoothies		Structures: Baby Bear's Chairs	
<b>Year 3/4</b>	Structures: Constructing a Castle	Structures: Pavilions			Digital World: Wearable technology	
<b>Year 5/6</b>			Cooking and Nutrition: Developing a recipe	Textiles: Stuffed Toys		Electrical Systems: Steady Hand Game

### Year B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1/2</b>		Mechanisms: Making moving Monsters		Textiles: Puppets	Mechanisms: Fairground Wheel	
<b>Year 3/4</b>	Electrical Systems: Torches		Mechanical systems: Making a Slingshot car		Cooking and Nutrition: Eating Seasonally	
<b>Year 5/6</b>		Mechanical Systems: Pop Up Books		Enterprise/ Digital World: Navigating the world	Structures: Playgrounds	