

DT Long Term Plan			
	Term 1	Term 2	Term 3
Class 1 - Y1/2 25-26	Cooking Smoothies	Structures Constructing a windmill	Mechanisms Making a moving monster
Class 1 – Y1/2 26-27	Textiles Puppets	Structures Baby bear's chair	Mechanisms Ferris Wheel
Class 2 – Y3/4 25-26	Textiles Cushions	Digital technology Mindful moments timer	Mechanisms Making a slingshot car
Class 2 – Y3/4 26-27	Structures Castles	Cooking Adapting a recipe Biscuits	Structures Pavilions
Class 3 – Y5/6 25-26	Mechanisms Gears and Pulleys	Structures Playgrounds	Textiles Waistcoats
Class 3 – Y5/6 26-27	Cooking Developing a recipe – spaghetti bolognaise	Digital technology Navigating the world	Mechanisms Automata toys