



Dallimore Primary and Nursery
Long-term overview for Design and Technology

	KSI Cycle A	KSI Cycle B	LKS2 Cycle A	LKS2 Cycle B	UKS2 Cycle A	UKS2 Cycle B
Autumn 1	Mechanisms: Making a moving story book (1 day)	Mechanisms: Making a moving monster (1 day)	Mechanical systems: pneumatic toys (1 day)	Mechanical systems: Making a slingshot school (1 day)	Electrical systems: Doodlers (1 day)	Electrical systems: Steady hand games (1 day)
Autumn 2	Structures: constructing a windmill (1 day)	Structures: Baby bear's chair (1 day)	Digital world: electronic charm (1 day)	Digital world: Mindful moments timer (1 day)	Structures: bridges (1 day)	Structure: Playgrounds (1 day)
Spring 1	Mechanisms: wheels and axles (1 day)	Mechanisms: Fairground wheel (1 day)	Structures: constructing a castle (1 day)	Structures: Pavilions (1 day)	Digital world: monitoring devices (1 day)	Digital world: Navigating the world (1 day)
Spring 2	Food: Fruit and vegetables	Food: A balanced diet	Food: eating seasonally	Food: adapting a recipe	Food: what could be healthier?	Food: Come dine with me
Summer 1			Electrical systems: Electric posters (1 day)	Electrical systems: Torches (1 day)	Mechanical systems: Making a pop-up book (1 day)	Mechanical systems: Automata toys (1 day)
Summer 2	Textiles: puppets	Textiles: pouches	Textiles: cushions	Textiles: fastenings	Textiles: Stuffed toys	Textiles: making waistcoats