 Design & Technology: Long –Term Overview

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Autumn**  | **Spring**  | **Summer 1** | **STEM Week** |
| **Reception** |  Light up for Diwali! | The Naughty Bus Model | All about fruit! | Various – planned following pupil interests |
| **Year 1** |  How scary should a calendar be? | Which parts of your picture should move? | Which fruits would be good in your fruit salad? | What can you learn from a textile tree? |
| **Year 2** | What should be stuck to your fridge? | How will your roly-poly move? | Should your software speak? | How do you like your toast? |
| **Year 3** | Will your party hat be funny or fantastic? | What display will your class share? | How cool is your drink? | What music would you like to make? |
| **Year 4** | How will you store your favourite things? | What shape will your pastry be? | Will this story surprise you? | Does this game stop you from being bored? |
| **Year 5** | How fast should your buggy be? | How could a carrier make the job easier? | How do you take your tea? | How will your beast open its mouth? |
| **Year 6**  | Should your creature be fierce of friendly? | What would the scissors say on screen? | What sort of light will work for you? | How should puppets tell their story? |