

## Design Technology Long-term Overview

This overview provides a guide to ensure that children are provided with opportunities to develop progressive technical skills in Design Technology. Each area can be taught at any time in the year to make the most of cross-curricular links with other subjects, the IPC curriculum and school events.

	Autumn	Spring	Summer
KS1 A	Food Preparing fruit and vegetables including cooking and nutrition requirements.	Mechanisms Sliders and levers	Structures Freestanding structures
KS1 B	Food Preparing fruit and vegetables including cooking and nutrition requirements.	Mechanisms Wheels and axles	Textiles Templates and joining techniques
Lower KS2 A	Food Healthy and varied diet including cooking and nutrition requirements.	Structures Shell structures using computer-aided design please read in conjunction with side 2 of the original 'Shell structures'.	Textiles 2D to 3D shape product
Lower KS2 B	Food Healthy and varied diet including cooking and nutrition requirements.	Mechanical systems Levers and linkages or Pneumatics	Electrical systems Simple circuits and switches (including programming and control)
Upper KS2 A	Food Celebrating culture and seasoning including cooking and nutrition requirements.	Structures Frame structure	Electrical systems More complex circuits and switches (including programming, monitoring and control)
Upper KS2 B	Food Celebrating culture and seasoning including cooking and nutrition requirements.	Mechanical systems Pulleys and gears or Cams	Textiles Using computer-aided design in textiles please read in conjunction with Side 2 of the original 'Combining different Fabric Shapes'