

# *Design and technology*

Long-term plan

Condensed curriculum

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18 lesson, condensed curriculum covering the EYFS, KS1 and KS2 national curriculum objectives in less time.

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
<b>EYFS: Reception</b>	<b>Structures: Junk modelling</b> (6 lessons)	<b>Textiles: Bookmarks</b> (6 lessons)	<b>Structures: Boats</b> (6 lessons)		
<b>Year 1</b>	<b>Structures: Constructing windmills</b> (Lesson 1 - 3; omit lesson 4)	<b>Mechanisms: Moving story book</b> (Lesson 1 - 3; omit lesson 4) NB: Use the Storybook template (see Resources) for all pupils in Lesson 2 to save time.	<b>Mechanisms: Wheels and axles</b> (4 lessons)	<b>Textiles: Puppets</b> (4 lessons)	<b>Cooking and nutrition: Smoothies</b> (Lessons 1, 2, 5 and 6; omit lessons 3 and 4)
<b>Year 2</b>	<b>Mechanisms: Fairground wheel</b> (4 lessons)	<b>Cooking and nutrition: Balanced diet</b> (Lessons 1, 2, 5 and 6; omit lessons 3 and 4)	<b>Structures: Baby bear's chair</b> (Lesson 2 - 4; omit lesson 1)	<b>Textiles: Pouches</b> (Lessons 1 - 3; omit lesson 4)	<b>Mechanisms: Moving monster</b> (4 lessons)

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
<b>Year 3</b>	<a href="#">Cooking and nutrition: Eating seasonally</a> (Lessons 2, 4, 5 and 6; omit lessons 1 and 3)	<a href="#">Structures: Constructing a castle</a> (Lessons 2 – 4; omit lesson 1)	Textiles: Cross stitch and appliqué <a href="#">Cushions</a> or <a href="#">Egyptian collars</a> (4 lessons)	<a href="#">Digital world: Wearable technology</a> (Lessons 2-4; omit lessons 1 and 6) NB. This means that there is no evaluation in the unit.	<a href="#">Mechanical system: Pneumatic toys</a> (Lessons 2 – 4; omit lesson 1) NB. Watch the tea box in lesson 1, as a physical example.
<b>Year 4</b>	<a href="#">Mechanical systems: Making a slingshot car</a> (4 lessons)	<a href="#">Textiles: Fastenings</a> (Lessons 2-4; omit lesson 1)	<a href="#">Structures: Pavilions</a> (4 lessons)	<a href="#">Cooking and nutrition: Adapting a recipe</a> (Lessons 1-3 and lesson 5; omit lessons 4 and 6)	<a href="#">Electrical systems: Torches</a> (Lessons 2 - 4; omit lesson 1)
<b>Year 5</b>	<a href="#">Cooking and nutrition: Developing a recipe</a> (6 lessons) (Lessons 2-4 and lesson 6; omit lessons 1 and 5)	<a href="#">Electrical systems: Doodlers</a> (Lessons 1 - 3; omit lesson 4)	<a href="#">Mechanical systems: Making a pop-up book</a> (Lessons 1 - 3; omit lesson 4) NB. Use the Jack and Jill book and moving parts template in Lesson 2, to reduce time.	<a href="#">Digital world: Monitoring devices</a> (4 lessons)	<a href="#">Structures: Bridges</a> (4 lessons)
<b>Year 6</b>	<a href="#">Structure: Playgrounds</a> (Lessons 1 - 3; omit lesson 4) NB. Skip the surrounding landscape and complete the playground structures in lesson 3.	<a href="#">Mechanical systems: Automata toys</a> (4 lessons)	<a href="#">Electrical systems: Steady hand game</a> (Lesson 2 - 4; omit lesson 1)	<a href="#">Digital world: Navigating the world</a> (5 lessons) NB: You could complete lesson 5 as an assembly or celebratory event.	<a href="#">Cooking and nutrition: Come dine with me</a> (Lessons 2, 4, 5 and 6; omit the optional lessons 1 and 3)