



*Compassion, Hope, Reverence, Wisdom*

## **Long Term Design Technology Plan**

Academic Year 2022/23 **Year B**

Academic Year 2023/24 **Year A**

<b>Bannerman</b>			
	<b>Term 2</b>	<b>Term 4</b>	<b>Term 6</b>
	<b>Structures</b>	<b>Mechanisms</b>	<b>Food</b>
<b>Year A</b>	Construct a Windmill	Making a moving storybook	Fruit and Vegetables
	<b>Textiles</b>	<b>Mechanisms</b>	<b>Food</b>
<b>Year B</b>	Make a puppet	Making a Moving Monster	A balanced diet

<b>Porteous</b>			
	<b>Term 2</b>	<b>Term 4</b>	<b>Term 6</b>
	<b>Structure</b>	<b>Mechanical Systems</b>	<b>Food</b>
<b>Year A</b>	Construct a Castle	Pneumatic Toys	Eating Seasonally
	<b>Textiles</b>	<b>Mechanical Systems</b>	<b>Food</b>
<b>Year B</b>	Making a cushion	Making a Pop-Up Book with Moving Parts	Adapting a Recipe

<b>Borton</b>			
	<b>Term 2</b>	<b>Term 4</b>	<b>Term 6</b>
	<b>Structures</b>	<b>Mechanical systems</b>	<b>Food</b>
<b>Year A</b>	Bridges	Automata Toys	What Could be Healthier?
	<b>Textiles</b>	<b>Electrical Systems</b>	<b>Food</b>
<b>Year B</b>	Stuffed Toys	Make a Steady Hand Game	Come Dine With Me