Design and Technology Long Term Map
2025/2026

Class	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Greenfinch	Plan, design, make and evaluate a puppet Mechanisms		Plan, design, make and evaluate food for a Gruffalo. Food		Plan, design, make and evaluate model lighthouses Materials	
Owl	Plan, design, make and evaluate moving pictures Structures & Mechanisms		Plan, design, make and evaluate a puppet of an animal. (Cooking- Making Easter nests). Textiles		Plan, design, make and evaluate fruit skewers from healthy ingredients. Food	
Robin	Plan, design, make and evaluate a photo frame. Structures		Plan, design, make and evaluate sandwiches. Food		Plan, design, make and evaluate moving monsters. Mechanisms	
Ibis	Plan, design, make and evaluate a money container fit for purpose. Textiles		Plan, design, make and evaluate an electrical alarm system for house security. Electrical systems		Plan, design, make and evaluate a Scratch Guitar Computing / Electrical systems	
Nightingale	Plan, design, make and evaluate Anglo Saxon biscuits. Food		Plan, design, make and evaluate an animal puppet. Textiles		Plan, design, make and evaluate a mechanical cam toy. Mechanisms	
Goldcrest	Plan, design, make and evaluate a bridge or tower. Structures		Plan, design, make and evaluate 3D models of the coast showing features. Structures		Plan, design, make and evaluate a fair ground ride based on the book Cosmic. Electrical systems / Computing	