



12R D+T Long-term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		<u>Windmills</u>		<u>Mechanisms</u>		<u>Textiles</u>
Year 2	<u>Cooking and Nutrition</u>		<u>Mechanisms</u>		<u>Structures</u>	

	Autumn 1	Autumn 2
Year 1		<p><u>Structures/Mechanisms: Windmills</u></p> <p>Construct a windmill to complete a request from a user. Develop an understanding of different types of windmill, how they work and their key features. Begin to use technical skills such as making evenly spaced cuts and adding weight to ensure a successful structure.</p>
Year 2	<p><u>Cooking and Nutrition: Soup</u></p> <p>Handle and explore fruits and vegetables and learn how to identify fruit, before undertaking taste testing to establish chosen ingredients for a vegetable soup they will make, with accompanying packaging.</p>	

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	Spring 1	Spring 2
Year 1		<p><u>Mechanisms: Moving Story Book</u> Experiment with sliders before planning and making three pages of a moving story book, based on a familiar story, drawing the page backgrounds, creating the moving parts and assembling it.</p>
Year 2	<p><u>Mechanisms: Wheels and Axles</u> Learn how to use scissors to cut straight and rounded edges, develop an understanding of how wheels, axles and axle holders work and problem-solve to improve their original wheels. Design and build pull-along toys and evaluate them against design criteria.</p>	

	Summer 1	Summer 2
Year 1		<p><u>Textiles: Puppets</u> Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Develop technical skills of cutting, glueing, stapling and pinning.</p>
Year 2	<p><u>Structures: Boats</u> Considering the properties of materials through water play, children discover which materials are waterproof and whether they float or sink. Children evaluate a variety of boats and use their new-found knowledge to design and make a boat that is waterproof and floats.</p>	