



Kirk Langley Progression for Design Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception			Design and Technology – Structures: Junk Modelling		Design and Technology - Boats	
Cycle A One/Two Long Term Plan		Structures: Windmills		Textiles: Puppets		Making smoothies
Cycle A Three/four Long Term Plan		Cooking & Nutrition: Eating Seasonally		Structures: Constructing A Castle		Electrical Systems: Torches
Cycle A Five/Six Long Term Plan		Mechanisms Automaton		Developing A Recipe Cooking Healthy Eating		Textiles: waistcoats 1960s fashion
Cycle B One/Two Long Term Plan		Structures: Baby bears chair		Mechanisms – fairground wheel		Mechanisms: Making a moving monster
Cycle B Three/Four Long Term Plan		Digital World: Wearable Technology		Mechanical Systems: Making a Slingshot Car		Structure: Pavilions
Cycle B Five/Six Long Term Plan		Electrical Systems		Structures		Digital World

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