

<b>Year Group</b>	<b>Autumn term</b>	<b>Spring term</b>	<b>Summer term</b>
<b>EYFS</b>			
<b>Year 1</b>	<b>Food: Fruit and vegetables</b> -learn to distinguish between fruit and vegetables -design and make a fruit and vegetable smoothie	<b>Mechanisms: Wheels and axles</b> -learn about key parts of a wheeled vehicle -develop an understanding of how wheels, axles and axle holders work -design and make a moving vehicle	<b>Textiles: Puppets</b> -explore and learn different methods of joining fabric -design and make a character-based hand puppet -embellish final piece using joining methods
<b>Year 2</b>	<b>Textiles: Pouches</b> -learn how to sew a running stitch -design, make and decorate a pouch, using a template	<b>Food: A balanced diet</b> -learn about the food groups -to know what makes a balanced diet -design and make a healthy wrap	<b>Mechanisms: Making a moving monster</b> -explore levers, linkages and pivots -design and make a moving monster
<b>Year 3</b>	<b>Textiles: Cross-stitch and applique</b> -learn and apply the sewing techniques cross-stitch and applique	<b>Food: Eating seasonally</b> -learn about various fruits and vegetables	<b>Mechanical systems: Pneumatic toys</b> -explore and understand how pneumatic systems work

	-design and make an Egyptian collar	-know and understand the advantages of eating seasonal foods -create a recipe that is healthy and nutritious -safely follow a recipe when cooking	-design and make a pneumatic toy
<b>Year 4</b>	<b>Electrical systems: Torches</b> -learn about electrical products and how they work -design, make and evaluate a torch	<b>Food: Adapting a recipe</b> -to follow a baking recipe carefully -to make and test a prototype -to design and make a biscuit that meets a design brief	<b>Mechanical systems: Making a slingshot car</b> -design, make and test a car with a working slingshot mechanism
<b>Year 5</b>	<b>Textiles: Stuffed toys</b> -learn how to sew a blanket stitch -design, make and decorate a stuffed toy	<b>Food: What could be healthier?</b> -understand where food comes from and the term 'healthy' -adapt a traditional recipe -work collaboratively to complete a food product	<b>Mechanical systems: Pop-up book</b> -explore and learn about levers, sliders, layers and spacers -design a pop-up book -follow a design brief to make a pop-up book
<b>Year 6</b>	<b>Food: Come dine with me</b> -research and design a three-course menu -to prepare a meal using a recipe	<b>Electrical systems: Steady hand game</b> -research and analyse a range of children's toys	<b>Digital world: Navigating the world</b> -design and program a navigation tool

		<ul style="list-style-type: none"><li>-design and develop a steady hand game, using a series circuit</li></ul>	<ul style="list-style-type: none"><li>-develop 3D CAD skills to produce a virtual model</li><li>-present and pitch to 'sell' a product</li></ul>
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