

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Our Fabric Faces Learn all about different fabrics; explore the names of different fabrics; choose, manipulate and join fabrics; running stitch.		Dips and Dippers Learn about food hygiene rules and using kitchen equipment to prepare food safely; apply when making and evaluating; explore eating a healthy and varied diet.		Moving Traditional Tale Pictures Understanding mechanisms, such as levers, wheels and sliders. Create moving picture centred on 'The Three Billy Goats Gruff.'	
Year 2	Pirate Paddy's Packed Lunch Problems Evaluating existing products; creating ideas following a design specification; create models from reclaimed materials; evaluating structures to make them stronger, stiffer and more stable.		Fabric Bunting Evaluating existing products; use graphics program to design and create a template; cutting fabric; running stitch; evaluating and enhancing designs.		Sensational Salads Peeling, zesting, cutting safely; healthy eating; where food comes from; combining ingredients to make healthy salads.	
Year 3	The Great Bread Bake Off History of bread production; investigate and evaluate bread; create design criteria; design, make and evaluate a bread product; use simple kitchen tools and measuring equipment; kneading and proving.		Mechanical Posters Following instructions; making levers and linkage mechanisms; making prototypes; evaluation.		Let's Go Fly a Kite Frame structures; strengthening and stiffening structures; designing and making; evaluating against a design criteria.	
Year 4	Juggling Balls Explore and evaluate existing products; follow a design brief; hemming and overcast stitch; decoration techniques.		Battery Operated Lights Develop understanding of series and parallel circuits; switches; apply knowledge by designing and making a battery-operated light; develop own design criteria by considering target audience and purpose; evaluation.		Edible Garden Grow a variety of ingredients; cook these ingredients; follow recipes; use a range of kitchen equipment.	
Year 5	Super Seasonal Cooking Where, when and how ingredients are grown, reared, caught and processed; sample spring seasonal foods and design a balanced seasonal meal; cook following recipes; use a range of preparation and cooking techniques; evaluate against design criteria; hygiene rules.		Marbulous Structures Develop understanding of free-standing structures; strengthening and reinforcing; joining and shaping materials; testing; evaluation against design criteria.		Automata Animals Mechanical systems; controlling movement with cams; research and design; creating design criteria; make a simple cam and understand how shape affects movement; shape, join and combine components; measuring and cutting wood accurately; evaluation to improve designs.	
Year 6	Global Food Diversity of food available around the world; where ingredients originate from; eatwell plate; food groups; apply basic and advanced cookery skills.		Felt Phone Cases Independently write design criteria; designing for aesthetics and functionality; create annotated designs and step-by-step plans; making paper templates; running stitch, backstitch, whip stitch, blanket stitch; detailed evaluation.		Programming Adventures Apply knowledge of programming to a floor robot; research floor robot movement on a range of materials; create obstacle squares; test and evaluate.	