



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	<p>Cooking and nutrition</p> <p>Eating seasonally - Discovering when and where fruits and vegetables are grown. Learning about seasonality in the UK and the relationship between the colour of fruits and vegetables and their health benefits by making three dishes.</p>		<p>Digital World</p> <p>Electronic Charm - Designing, coding, making and promoting a Micro:bit electronic charm to use in low-light conditions. Children develop their understanding of programming to monitor and control their products.</p>		<p>Structures</p> <p>Constructing a castle - Learning about the features of a castle, children design and make one of their own. Using configurations of handmade nets and recycled materials to make towers and turrets and constructing a base to secure them.</p>	
Year 4				<p>Mechanical Systems</p> <p>Making a slingshot car - Transforming lollipop sticks, wheels, dowels and straws into a moving car. Using a glue gun to, making a launch mechanism, designing and making the body of the vehicle using nets and assembling these to the chassis.</p>	<p>Structures</p> <p>Pavilions - Exploring pavilion structures, children learn about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.</p>	<p>Electrical Systems</p> <p>Torches - Applying their scientific understanding of electrical circuits, children create a torch, designing and evaluating their product against set design criteria.</p>
Year 5	<p>Electronic Systems</p> <p>Doodlers - Explore series circuits further and introduce motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.</p>		<p>Cooking and nutrition</p> <p>What could be healthier? - Researching and modifying a traditional bolognese sauce recipe to make it healthier. Children cook their healthier versions, making appropriate packaging and learn about farming cattle.</p>		<p>Mechanical Systems</p> <p>Making a pop-up book - Creating a four-page pop-up storybook design incorporating a range of mechanisms and decorative features, including: structures, levers, sliders, layers and spacers.</p>	



<p>Year 6</p>		<p>Textiles</p> <p>Waistcoats - Selecting suitable fabrics, using templates, pinning, decorating and stitching to create a waistcoat for a person or purpose of their choice.</p>		<p>Digital World</p> <p>Navigating the world - Programming a navigation tool to produce a multifunctional device for trekkers. Combining 3D objects to form a complete product in CAD 3D modelling software and presenting a pitch to 'sell' their product.</p>		<p>Structures</p> <p>Playground - Designing and creating a model of a new playground featuring five apparatus, made from three different structures. Creating a footprint as the base, pupils visualise objects in plan view and get creative with their use of natural features.</p>
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