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| **Autumn Term** | **Spring Term** | **Summer Term** |
| Year 1 | | |
| **Structures**  **Free Standing Structures**  Design and make suitable structures for animal  habitats  **(Science Link - Animals)** | **Mechanisms**  **Levers and Sliders**  Design and make a moving story using levers and sliders. | **Food and Nutrition**  **Healthy Eating**  Designing healthy party food based on a  food combination which work well together  (**History Link – Victorians**) |
| Year 2 | | |
| **Food and Nutrition**  **Smoothies**  Learn about Fruit and Vegetables. Design an healthy smoothie. | **Textiles**  **Puppets**  Creating a glove puppet based on a theme. | **Mechanisms**  **Wheels and Axles**  Making vehicles using axles and wheels for a Vehicles  (**History Link – The Queen**) |
| Year 3 | | |
| **Structures**  **3D Form**  Design and Construct a 3D Castle  (**History Link**) | **Food and Nutrition**  **Healthy Varied Diet**  Children will designing, making and evaluating a bread-based product with a filling for lunch | **Textiles**  **Cushions**  Designing and making a cushion using cross stitching and applique. |
| Year 4 | | |
| **Electrical Systems**  **Christmas Cards**  Design and make a Christmas Cards with a working  electrical circuit, LED and switch.  (**Science Link - Electricity**) | **Structures**  **Gift Boxes**  To create a Shell Structure using computer-aided design. | **Food and Nutrition**  **Healthy Varied Diet**  Adapting a recipe to make healthy choices – Spaghetti Bolognese. |
| Year 5 | | |
| **Food and Nutrition**  **Adapting a Recipe**  Designing a biscuit within a given theme - Christmas | **Textiles**  **Monsters/Aliens**  Designing and making a monster character using the blanket stitch. | **Mechanisms**  **Making a Pneumatic Toy**  Designing a toy which uses a pneumatic  System  (**History Link – Inventions**) |
| Year 6 | | |
| **Structures**  **Frame Structures**  Designing a bird hide for a local wildlife area.  (**Geography Link – Human Features**) |  | **Electrical Systems**  **Micro Pet**  Create a design for an electronic virtual pet using Micro:bits. |

