

Year A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 1	<p>Cooking and nutrition, creating models, using tools and equipment. Models of our houses (design and make products) Gingerbread biscuits-link to Gingerbread Man (cooking and nutrition)</p>	<p>Textiles, creating products, food and nutrition. Bird feeders (design and make products) Sew Christmas cards (textiles) Christmas cookies (Cooking and nutrition)</p>	<p>Creating products, tools and equipment, cooking, and nutrition. Design and make superhero vehicles Chinese New Year-dragon, envelopes, (design and create products) Chinese food- noodles/stir fry, Pancakes (cooking and nutrition)</p>	<p>Design, creating models, tools and equipment. Models of castles/pirate ships/space rockets etc. Mothers' Day gift (design and create products) Easter garden (Design, grow)</p>	<p>Creating models, using tools and equipment, food and nutrition. Models of bugs/ flowers/beanstalks Bug hotel (design and create products) Fruit salad/vegetable soup-link to Hungry Caterpillar/Oliver's Vegetables (cooking and nutrition)</p>	<p>Design, create models, using tools and equipment, food and nutrition. Design and make under the sea scene-shoe box Pop-up puppet-link to Mister Seahorse/A House for Hermit Crab (design and create products) Sea theme biscuits (cooking and nutrition)</p>
Class 2	<p>Textiles: <i>Fabric Faces</i> <i>Explore and join fabrics to make an appealing product.</i></p>		<p>Cooking and nutrition: <i>Dips and Dippers</i> <i>Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from and evaluate existing products.</i></p>		<p>Levers, sliders, wheels and axels: <i>Moving Pictures, Traditional Tales.</i> <i>Evaluate previous products and use this to design and make products using wheel mechanisms, levers and sliders.</i></p>	
Class 3		<p>Design, make and evaluate a product: <i>Electric Personalities: Battery operated light unit.</i> <i>Develop knowledge of electric systems in products to design and create a light within a product using carefully chosen tools and materials.</i></p>		<p>Design, make and evaluate a product: <i>Let's go fly a kite.</i> <i>Look at existing products and how individuals helped shape the world to design and create a kite.</i></p>	<p>Cooking and nutrition: <i>Edible garden (Science link)</i> <i>Look at ingredients, diet and seasonality to grow and cook food.</i></p>	
Class 4		<p>Design, make and evaluate a product (Textiles): <i>Felt Phone Cases</i> <i>Research, design and make prototypes for a mobile phone case. Use and select different stitches to create a felt phone case. Select different decorative techniques and fastenings to support aesthetic qualities.</i></p>		<p>Design, make and evaluate a product (Cams, Systems and Joins): <i>Automata Animals</i> <i>Build knowledge of cams and systems to research and develop design criteria for an automata animal. Use tools and equipment to join and cut wood to make a framework.</i></p>		<p>Cooking and nutrition: <i>Global Food – Greek Link</i> <i>Use seasonality, knowledge of ingredients and diet to cook predominantly savoury dishes using a range of cooking techniques.</i></p>

Year B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 1	<p>Cooking and nutrition, creating models, using tools and equipment. Models of our houses (design and make products) Gingerbread biscuits-link to Gingerbread Man (cooking and nutrition)</p>	<p>Textiles, creating products, food and nutrition. Bird feeders (design and make products) Sew Christmas cards (textiles) Christmas cookies (Cooking and nutrition)</p>	<p>Creating products, tools and equipment, cooking, and nutrition. Design and make superhero vehicles Chinese New Year-dragon, envelopes, (design and create products) Chinese food- noodles/stir fry, Pancakes (cooking and nutrition)</p>	<p>Design, creating models, tools and equipment. Models of castles/pirate ships/space rockets etc. Mothers' Day gift (design and create products) Easter garden (Design, grow)</p>	<p>Creating models, using tools and equipment, food and nutrition. Models of bugs/flowers/beanstalks Bug hotel (design and create products) Fruit salad/vegetable soup-link to Hungry Caterpillar/Oliver's Vegetables (cooking and nutrition)</p>	<p>Design, create models, using tools and equipment, food and nutrition. Design and make under the sea scene-shoe box Pop-up puppet-link to Mister Seahorse/A House for Hermit Crab (design and create products) Sea theme biscuits (cooking and nutrition)</p>
Class 2	<p>Cooking and nutrition: Sensational Salads. <i>Understand where food comes from. Explore and evaluate a range of existing products. Use basic principles of a healthy and varied diet to prepare salads. Select from and use a range of tools and equipment.</i></p>		<p>Textiles: Fabric Bunting. (Easter or Castle) <i>Evaluate existing products to help design and create a product. Select tools and materials to join fabrics (Sewing).</i></p>			<p>Designing and creating a product: A Pirate's Packed Lunch. <i>Explore materials and existing products to design and create a lunchbox using tools and equipment.</i></p>
Class 3	<p>Textiles: Juggling Balls <i>Use existing products to design a juggling ball. Use a range of equipment and techniques to tie dye, fill and join the fabric.</i></p>		<p>Cooking and nutrition: The Great Bread Bake off – Egyptian bread <i>Look at existing products and key events/individuals to design, make and evaluate bread using tools and equipment.</i></p>		<p>Design, make and evaluate a product (mechanical systems – levers and linkages): Mechanical posters <i>Use existing products to design a mechanical system that uses levers and linkages.</i></p>	
Class 4	<p>Design, create and program: Programming Adventure <i>Apply understanding of computing to program, monitor and control products (understand what floor robots are, how they are programmed and controlled). Use materials to design and make an adventure map for the floor robot.</i></p>			<p>Create and evaluate (Cutting, shaping and joining): Marbulous Structures <i>Look at existing products (free-standing structures) and build skills of cutting, shaping and joining, to design, create and evaluate a marble run.</i></p>		<p>Cooking and nutrition: Super Seasonal Cooking <i>Understand seasonality and know where and how a variety of ingredients are reared caught and processed. Use knowledge of a healthy and varied diet to design, create and evaluate a meal.</i></p>