

	Autumn		Spring		Summer	
	1 st Half Term	2 nd Half Term	1 st Half Term	2nd Half Term	1 st Half Term	2 nd Half Term
	Food	DT	DT	Food	Food	DT
	Cooking and nutrition: Soup	Mechanisms: Wheels and axles	Textiles: Puppets	Cooking and nutrition: Smoothies	Cooking and nutrition: Balanced diet	Structures: Constructing a castle
Year 3	children explore the differences between fruits and vegetables using their senses (taste, texture, smell etc.). They listen to the story 'The best pumpkin soup' and discuss the key ingredients the characters used before developing a class-based	Learn about the key parts of a wheeled vehicle, to develop an understanding of how wheels, axles and axle holders work. Design and make a moving vehicle.	Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.	children to learn food preparation skills and greater emphasis on taste testing and ingredient choices.	children to learn about the importance of a balanced diet and use that knowledge to create a tasty wrap.	Identify and learn about the key features of a castle, before designing and making a recycled- material castle (structure).
	 Fantastic fruit and vegetables Pumpkin soup Designing packaging Fine motor skills Maing soup Designing soup packaging 	 How do wheels move? Fixing broken wheels Designing a vehicle Wacky races 	 Joining fabrics Designing my puppet Making and joining my puppet Decorating my puppet 	 Fruits Growing Cutting and juicing Testing ingredients Making smoothies Evaluating 	 Food groups Balanced meals Preparing ingredients Taste testing ingredients Planning recipes Creating and evaluating wraps 	 Features of a castle Designing a castle Nets and structures Building a Castle Food



	Autumn		Spring		Summer	
	1 st Half Term	2 nd Half Term	1 st Half Term	2nd Half Term	1 st Half Term	2 nd Half Term
	Food	DT	Food	DT	Food	DT
	Cooking and nutrition: Adapting a recipe	Textiles: Cross-stitch and appliqué	Cooking and nutrition: Balanced diet	Mechanisms : Making a slingshot car	Cooking and nutrition: Eating seasonally	Textiles : Fastenings
4	opportunities for children to learn a basic biscuits recipe and adapt it to suit a target audience.	Learn and apply two new sewing techniques — cross-stitch and appliqué. Utilise these new skills to design and make a cushion	children to recap the importance of a balanced diet and use that knowledge to create a	Using a range of materials, design and make a car with a working slingshot mechanism and house the mechanism using a range of nets.	children to learn about seasonal foods and create a seasonal food tart.	Analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve.
Year 4	 Existing biscuits Basic biscuits Budgeting Packaging Market research Evaluating biscuits 	 Cross-stitch and appliqué Cushion design Decorating my cushion Assembling my cushion 	 Food groups Balanced meals Preparing ingredients Taste testing ingredients Planning recipes Designing and creating sandwiches/toasties Comparing and evaluating 	 Chassis and launch mechanism Designing the car body Making the car body Assembly and testing 	 Food around the world Seasonal food Cutting and peeling Tasting seasonal ingredients Making a mock-up Evaluating seasonal tarts 	 Evaluating fastenings Designing my book sleeve Paper mock-up and preparing fabric Assembling my book sleeve



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	DT	Food	DT	DT	Textiles	
	Electrical systems: Torches	Cooking and nutrition: following and adapting a recipe	Mechanical systems: Pop-up book	Structure: Bridges	Textiles: Stuffed toys	Digital world: Mindful moments timer
Year 5	Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.	Children have opportunities to develop a chosen recipe and adapt it with seasonal adaptations to present as a gift, taking into account nutritional content	Create a functional four- page pop-up storybook design, using lever, sliders, layers and spacers to create paper- based mechanisms.	Test and analyse various types of bridge to determine their strength and stability. Explore material properties and sources, before marking, sawing and assembling a wooden truss bridge.	Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.	Explore what is meant by mindfulness and write design criteria to fulfil a brief to develop a programmed product for timing a mindful moment. • Analysing timers • Designing for the
	 Electrical products Evaluating torches Torch design Torch assembly 	 Budgeting Packaging Market research Cutting and peeling Tasting seasonal ingredients Evaluating seasonal 	 Pop-up book page design Making my pop-up book Using layers and spacers Writing and illustrating 	 Arch and beam bridges Spaghetti truss bridges Building bridges Finalising bridges 	 Designing a stuffed toy Blanket stitch Details and appendages Stuffed toy assembly 	 Designing for the user Programming the timer Prototypes Brand identity



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	Food	DT	Food	DT	Food	DT
	Cooking and nutrition: Developing a recipe	Textiles: Waistcoats	Cooking and nutrition: Come dine with me	Structures: Playgrounds	Cooking and nutrition Summer BBQ	Electrical systems: Steady hand game
Year 6	Children have opportunities for children to learn a simple Bolognese recipe and adapt it to improve nutritional content.	Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose	Children have opportunities to supplement the 'Come dine with me' project with learning about the basic tastes and complementary flavours.	Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.	Pupils take prior learning and design dishes for the school summer BBQ to present to parents	Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.
	 From farm to fork Different choices Nutritional value Preparing ingredients Designing labels Making bolognese 	 Waistcoat design Preparing fabric Assembling my waistcoat Decorating my waistcoat 	 Complementary flavours (optional) ingredients; three courses Ingredients and skills (optional) The Starter The main course Dessert 	 Design a new playground Building structures Perfecting structures Playground landscapes 	 Different choices Nutritional value Preparing ingredients Food hygiene Lables and allergies 	 Developing through play Game plan Base building Electronics and assembly