

	Autumn Term	Spring Term	Summer Term	DT day (bi-annual)
Reception	Food: soup Mechanisms: sliding Santa chimneys	Textiles: bookmarks	Structures: Junk modelling- methods for cutting and fixing. Structures: boats	
Year 1	Mechanisms: storybooks Structures: windmills	Textiles: puppets Structures: Junk modelling exploring different ways of fixing.	Food: fruit and vegetables	Mechanisms: wheels and axles
Year 2	Structures: Baby Bear's Chair	Food: a balanced diet	Textiles: pouches	Mechanisms: fairground wheel
Year 3	Food: eating seasonally	Textiles: cushions/ Egyptian collars	Structures: 3d shapes-Castles	Mechanisms: pneumatic toys
Year 4	Structures: pavilions Electrical systems: torches	Food: adapting a recipe	Textiles: Book covers- fastenings	Mechanisms: making a sling shot car
Year 5	Food: what could be healthier	Textiles: stuffed toys/ decorations	Structures: bridges	Mechanisms: pop-up book
Year 6	Mechanisms: Gears, pulleys and levers.	Electronic Systems: steady hand game. Digital programming of products.	Food: Designing a three course meal- making a healthy main course and Preparing food safely.	Structures: moving model of playground using 3d shapes.