



DT	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Possible Trips & Visits
Y1	Build structures, exploring how they can be made stronger, stiffer and more stable Junk model houses Repeating pattern wallpaper	Firebird sculpture	Making resources to re-enact stories from books.	Build structures, exploring how they can be made stronger, stiffer and more stable Create a home for an animal. What will it need? How will it survive?	Explore and evaluate existing products Create instruments (drums) to make music linked to African music.	Explore and use mechanisms – wheels and axles – in their products Making vehicles using a range of materials	
Y2	Build structures, exploring how they can be made stronger, stiffer and more stable Gingerbread house	Build structures, exploring how they can be made stronger, stiffer and more stable Origami house (Maths link) for Great fire of London – city scape	Cooking and nutrition: Understand where food comes from Use the basic principles of a varied and healthy diet to prepare dishes Making pizzas		Build structures, exploring how they can be made stronger, stiffer and more stable Drawbridges	Design and create Willy Wonka chocolate bars and packaging. Cooking and nutrition: Understand where food comes from Use the basic principles of a varied and healthy diet to prepare dishes Grow cress to make sandwiches.	
Y3	Understand and use mechanical systems in their products such as gears, pulleys, cams, levers and linkages Moving models / monsters using pneumatic systems Syringes to inflate.	Understand and use mechanical systems in their products Making catapults Design and create a working model of a Roman catapult.	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. SCIENCE LINK		Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Volcanoes		
Y4		Understand and use mechanical systems in			Understand seasonality, and know where and how	Understand seasonality, and know where and how	



		<p>their products such as gears, pulleys, cams, levers and linkages</p> <p>Moving robots Understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs, buzzers and motors</p> <p>SCIENCE LINK</p>			<p>a variety of ingredients are grown, reared, caught and processed.</p> <p>Design diets for modern day and Anglo Saxons identifying seasonal nature of Anglo Saxon food compared to ours.</p>	<p>a variety of ingredients are grown, reared, caught and processed.</p> <p>Fairtrade link</p>	
Y5		<p>Investigate and analyse a range of existing products. Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose. Select from and use a wider range of materials and components according to their functional properties and aesthetic qualities.</p> <p>Look at how sundials work, then design, make and evaluate a working sundial.</p>	<p>Apply their understanding of how to strengthen, stiffen and reinforce more complex</p> <p>Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Shelters</p>	<p>Cooking and Nutrition Understand and apply the principles of a healthy diet and varied diet.</p> <p>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p> <p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p> <p>Taylor Shaw Cooking Programme</p>		<p>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.</p> <p>Plague Doctor's Mask.</p>	
Y6		<p>Apply their understanding of how to strengthen, stiffen and reinforce more</p>		<p>Cooking and Nutrition Understand and apply the principles of a healthy diet</p>	<p>Understand and use electrical systems in their products, such as series circuits incorporating</p>		



		<p>complex structures</p> <p>Bridges ART LINK</p>		<p>SCIENCE LINK - Animals inc humans</p>	<p>switches, bulbs, buzzers and motors</p> <p>Apply their understanding of computing to programme, monitor and control products</p> <p>SCIENCE LINK - Electricity</p>		
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