



| DT Units – To design, make and evaluate a... |  |  |   |
|--|--|--|---|
|  | Term 1   | Term 2   | Term 3  |
| Year 1                                       | Textiles (templates and joining techniques): a toy puppet for themselves and their family to play with | Mechanisms (sliders and levers): a model house of the fire of London to teach Reception about dangers of fire          | Food (preparing fruits and vegetables): salad for animals at Peak Wildlife Park   |
| Year 2                                       | Structures (freestanding structures): animal enclosure for the enormous crocodile to keep him safe     | Food (preparing fruits and vegetables): a healthy breakfast for Goldilocks for her to eat                              | Mechanisms (wheels and axles): a moon buggy for Neil Armstrong's mission to the moon  |
| Year 3                                       | Textiles (2d shape to 3d product): a cushion for the man in the Kapok tree story for comfort           | Food (healthy and varied diet): fruit skewers for children to promote healthy eating                                   | Mechanisms (levers and linkages): an information book for younger children to learn about The Stone Age.                                  |
| Year 4                                       | Food (healthy and varied diet): a new Roman bread for a baker to sell in his shop                      | Electrical systems (simple circuits and switches – programming and control): a torch for Will to use in the Rainforest | Structures (shell structures inc. CAD): a box to package a new chocolate product  |
| Year 5                                       | Food (celebrating culture and seasonality): a Greek bread for guests attending a Greek festival        | Mechanisms (pulleys or gears): a machine for Hiccup to transport wood for boat building                                | Textiles (combining different fabric shapes – inc. CAD): a sleeping bag for mountain climbers to keep insulated during sleep              |
| Year 6                                       | Structures (frame structures): a market stall for Jim to sell shrimps<br>Evolution and Inheritance     | Food (celebrating culture and seasonality): a cake for people at Queen Victoria's jubilee party                        | Electrical systems (complex switches and circuits – programming, monitoring and control): an air raid siren to warn citizens of Luftwaffe |