

DATA units of work are used to implement D+T.

	Autumn Term	Spring Term	Summer Term
Year 1/2	Cooking and Nutrition – Healthy and Balanced Diets Bread and Pizza making	Food – Preparing Fruit and Vegetables Design and make a fruit salad using fruit from Kenya	Mechanisms – Levers and Sliders Designing and making a moving picture.
Year 3/4	Food – Healthy and Varied Diet Designing and making healthy wraps and pittas.	Textiles - Weaving and texture Weaving an individual loom	Structures – Shell Structures Designing and making a structure to represent our village.
Year 4/5	Structures – Frame Structures. Designing and making a bridge.	Mechanical Systems – Pulleys, gears and motors Designing and making a space buggy.	Textiles – Combining different fabric shapes. Designing and making a product that tells a story, inspired by the Bayeux Tapestry.
Year 6	Food – Celebrating culture and seasonality. Research, design and make a Viking stew and bread	Mechanical Systems – Cams. Design and make a moving toy for a younger child	Electrical Systems – More complex switches and circuits Designing and making a torch.

Design and Technology Cycle B

DATA units of work are used to implement D+T.

	Autumn Term	Spring Term	Summer Term
Year 1/2	Mechanisms – Wheels and Axles Designing and making a moving vehicle	Structures – Freestanding Structures Designing and making a piece of playground equipment.	Textiles – Templates and Joining Techniques Designing and making a puppet for a seaside puppet show
Year 3/4	Mechanical Systems – Levers and Linkages Designing and making a moving Christmas card	Mechanical Systems – Pneumatics Designing and making a model with a pneumatic part.	Textiles – 2D Shape to 3D Product Design and making a pencil case, bag or purse.
Year 4/5	Textiles – using a pattern, sewing and applique. Designing and making a Christmas decoration	Food Designing and making scones or cupcakes	Structures - Shell structures with CAD Designing and making an Anglo-Saxon settlement
Year 6	Food – Celebrating culture and seasonality. Research, design and make a Viking stew and bread	Mechanical Systems – Cams. Design and make a moving toy for a younger child	Electrical Systems – More complex switches and circuits Designing and making a torch.

