

Cycle A 2022/23	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Larch, Beech, Willow (years 1 and 2)	<b>Identity</b> -Join fabric in a variety of ways, including using running stitch. Our Fabric Faces	<b>Memory Box</b> <b>Cooking and Nutrition</b> -Understand where food comes from. Compare food from a different era. Bring an old recipe up to date.		<b>Marvellous Materials</b> Explore and use mechanisms (for example levers, sliders, wheels and axles) in their products. Moving Picture Books		
Maple, Woodlands, Chestnut (years 3 and 4)	<b>America</b> <b>Cooking and Nutrition</b> -Understand and apply the principles of a healthy and varied diet. -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. Create an American inspired savoury dish.	<b>America</b> <b>Explore the origins and development of sewing.</b> -Make a pattern template. -Know how to pin, sew and stitch materials together to create a product. Make a native American needle pouch or slipper prototype.			<b>On top of the World</b> -Use research and develop design criteria to inform the design of innovative, functional appealing products that are fit for purpose. Make a volcano pencil pot.	
Sycamore, Elm and Oak (year 5 and 6)			<b>It's all Greek to me!</b> -Understand how key events and individuals in design and technology have helped shape the world. -Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Make a Parthenon.		<b>Blood Heart</b> <b>Cooking and Nutrition</b> -Understand and apply the principles of a healthy and varied diet. -Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Design and make bread.	

Cycle B - 2023/24	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Larch, Beech, Willow (years 1 and 2)		<b>Heroes in History Cooking and Nutrition</b> -Use the basic principles of a healthy and varied diet to prepare dishes. Create healthy smoothies.	<b>Bright Lights, Big Cities</b> -Build structures, exploring how they can be made stronger, stiffer and more stable. Construct a Tudor building or a London landmark.			<b>Paws, Claws and Whiskers</b> -Join fabric in a variety of ways, including using over stitch. -Explore a range of puppets and materials. Make an animal puppet.
Maple, Woodlands, Chestnut (years 3 and 4)			<b>Ancient Egyptians</b> -Select from and use a wider range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishing) accurately. Construct a working shaduf.		<b>Invaders and Settlers</b> -Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Make a Viking longship.	<b>Blue Abyss</b> -Understand and use mechanical systems in their products (e.g. gears, pulleys, cams, levers and linkages). Make a 3D poster or book.
Sycamore, Elm and Oak (year 5 and 6)		<b>A Walk Through Europe.</b> -Generate a range of design ideas with a target group in mind. -Make a paper template. -Practise using different types of stitches and choose the best one. Sew a mobile phone case.		<b>A Child's War</b> -Understand how key events in D&T have helped shape the world. -Communicate their ideas through prototypes and computer-aided design. Make a child-friendly gas mask and case.		

