Cycle A 2024/2025	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Larch, Beech, Willow (years 1 and 2)	Identity -Join fabric in a variety of ways, including using running stitch. Our Fabric Faces	Memory Box Cooking and Nutrition -Understand where food comes from. Compare food from a different era. Bring an old recipe up to date.		Marvellous Materials Explore and use mechanisms (for example levers, sliders, wheels and axles) in their products. Moving Picture Books		
Maple, Woodlands, Chestnut (years 3 and 4)	America Cooking and Nutrition -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.	how to pin, sew and stitch materials together to create a product. Make a			On top of the World -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)	It's all Greek to me! -Understand how key events and individuals in design and technology have helped shape the worldApply their understanding of how to strengthen, stiffen and reinforce more complex structures. Make a Parthenon.	Blood Heart Cooking and Nutrition -Understand and apply the principles of a healthy and varied dietPrepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Design and make bread.
	make a rarthenon.	

Cycle B 2025/2026	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Larch, Beech, Willow (years 1 and 2)		Heroes in History Cooking and Nutrition -Use the basic principles of a healthy and varied diet to prepare dishes. Create healthy smoothies.	Bright Lights, Big Cities - Build structures, exploring how they can be made stronger, stiffer and more stable. Construct a Tudor building or a London landmark.			Paws, Claws and Whiskers Join fabric in a variety of ways, including using over stitchExplore a range of puppets and materials. Make an animal puppet.
Maple, Woodlands, d 4) Chestnut (years 3 an			Ancient Egyptians -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.		Invaders and Settlers Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Make a Viking longship.	Blue Abyss 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 O ak	A Walk Through	A Child's War	
(year 5 and 6)	EuropeGenerate a range of design ideas with a target group in mindMake a paper templatePractise using different types of stitches and choose the best one.	-Understand how key events in D&T have helped shape the worldCommunicate their ideas through prototypes and computer-aided design.	
	Sew a mobile phone case.	Make a childfriendly gas mask and case.	