

Cycle A 2024/25	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Larch, Beech, Willow (years 1 and 2)	Textiles - Our Fabric Faces -Join fabric in a variety of ways, including using running stitch.	Cooking and Nutrition - Balanced Diet Pasta Salad -Understand where food comes from.		Mechanisms - Moving Picture Books Explore and use mechanisms (for example levers, sliders, wheels and axles) in their products.		
Maple, Woodlands, Chestnut (years 3 and 4)	Cooking and Nutrition Create an American inspired savoury dish. -Taste and evaluate a variety of healthy foods. -Understand that different foods are grown in different countries. -Understand seasonality, and know where and how a variety of ingredients are grown.	Textiles Explore the origins and development of sewing. Make a native American needle pouch or slipper prototype. -Make a pattern template. -Know how to pin, sew and stitch materials together to create a product.			Structures Make a volcano pencil pot. -Use research and develop design criteria to inform the design of innovative, functional appealing products that are fit for purpose.	
Sycamore, Elm and Oak (year 5 and 6)			Frame Structures -Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. -Use Tynkercad to build 3D models.		Cooking and Nutrition Make bread. - Apply the principles of a healthy and varied diet. -Prepare and cook savoury dishes using a range of cooking techniques. -Understand that food can be grown, caught, reared or processed.	

Cycle B - 2025/26	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Larch, Beech, Willow (years 1 and 2)		Cooking and Nutrition Create a healthy cereal bar. -Use the basic principles of a healthy and varied diet to make healthy 'swaps'. -Be aware of 'hidden sugars' and compare the traffic light labels on different cereals.	Mechanisms - Wheels and Axles Make a fire engine -Assemble sections. -Fix wheels and axles. -Test design and make modifications. -Add own design ideas to basic frame.			Textiles Make an animal puppet. -Join fabric in a variety of ways, including using over stitch. -Explore a range of puppets and materials.
Maple, Woodlands, Chestnut (years 3 and 4)			Mechanisms and Structures Make a working shaduf. -Look at existing examples of pulleys, gears, levers, pivots. -Label key terms (pivot/fulcrum, force, load).		Cooking and Nutrition Food Around the World - couscous recipe. -cutting ingredients -identifying herbs and spices -food tasting (couscous, hummus, salad ingredients)	Structure and Mechanisms Make a model of a fun recycling bin. -Research different types of renewable energy. -Add mechanisms and moving parts including levers and linkages.
Sycamore, Elm and Oak (year 5 and 6)		Structures Cardboard Desk Tidy -Create own design ideas that solve a problem. -Attachment techniques - Collect measurements and apply to design -Test and evaluate - Use Tynkercad to design a 3D model.	Food Technology Make a soup using seasonal ingredients. -Making seasonal food rotation calendar. -Grown, caught, reared foods -Food miles		Kandinsky Inspired Textiles Make woven Kandinsky circles. -CAD drawing of design. -Weaving pictures using card and wool.	

