



	Year 3	Year 4	Year 5	Year 6
Autumn	Sandwich Snacks 	Books with Moving Parts 	Mobile technology cases 	Bread 
	1. Where does bread come from?	1. Evaluate pop up/lift the flap books	1. Investigate & evaluate phone cases	1. Origin of bread – Reading
	2. Bread tasting (savoury)	2. Create pop up mechanisms prototypes	2. Exploring different types of stitches	2. Bread tasting (savoury and sweet)
	3. Seasonality of foods – Reading	3. Design a book with moving parts	3. Design a mobile phone case	3. Healthy eating and calories
	4. Healthy diet	4. Make the book	4. Create mobile phone case	4. Design a loaf of bread
	5. Design a sandwich	5. Make the book	5. Create mobile phone case	5. Explore and design packaging
6. Make a sandwich and evaluate	6. Evaluate	6. Evaluation	6. Make and evaluate bread	
Spring	Memory boxes 	Electrical device – lamp 	Cookies 	Electrical board game 
	1. Evaluate existing memory boxes	1. Evaluate existing products – Reading	1. Food tasting - cookies	1. Discovery & use of electricity – Reading
	2. Strengthening techniques	2. Explore circuits	2. Healthy eating & food analysis - Reading	2. Electricity & the environment
	3. Make nets	3. Design a lamp	3. Food groups & food processing	3. Research & design an electronic game
	4. Design a memory box	4. Make a lamp	4. Design cookies	4. Make board game
	5. Make memory boxes	5. Make a lamp	5. Create packaging	5. Make circuits for board game
6. Decorate memory boxes and evaluate	6. Evaluate	6. Make and evaluate cookies	6. Evaluate	
Summer	Bookmarks 	Pizza 	Moving Toys 	Park Furniture 
	1. Explore and evaluate stitch samplers	1. Healthy eating	1. Explore how cams work and evaluate	1. Investigate triangle and square shaped structures
	2. Ways to join material (running stitch)	2. Food tasting – Pizza toppings	2. Make a cam prototype	2. Research the history of furniture – Reading
	3. Ways to join material (cross stitch)	3. Food origins and seasonality	3. Design & establish an order of work	3. Design model park furniture
	4. Design a bookmark	4. Design pizza	4. Make a moving toy	4. Create models (measuring and sawing)
	5. Make a bookmark	5. Make pizza	5. Make a moving toy	5. Create models (hot gluing)
6. Make a bookmark and evaluate	6. Evaluate pizza	6. Evaluate	6. Create models (decorate) and evaluate	