

	Autumn	Spring	Summer
Cycle 1	Fastenings	Cooking and nutrition: Adapting a Recipe	Mechanical Systems: Mechanical Cars
	Analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve.	Learning a simple Bolognese recipe and adapting it to improve nutritional content, this unit provides new lessons with teacher and pupil videos to develop the children's food preparation skills.	Making and designing mechanical cars that use different methods of movement or creating and developing a car with a working slingshot mechanism.
Cycle 2	Cooking and nutrition: Come dine with me	Textiles: Stuffed Toys	Structures – Playground Design
	Selecting three recipes to create a three-course meal, this unit includes new lessons that explore basic tastes and complementary flavours.	Designing a stuffed toy and making decisions on materials, decorations and attachments (appendages) after learning how to sew a blanket stitch.	Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.
Cycle 3	Textiles: Waistcoats	Electrical Systems – Steady Hand Game	Mechanical Systems: Automata Toys
	Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose.	Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.	Developing a functional automata window display, this unit offers clearer video instruction, opportunities to interpret exploded diagrams and additional time to explore different cam shapes and make design choices that impact the final product.