

Cycle 1	Raindrops	Stream	River	Estuary	Ocean
Autumn	<u>Dinosaurs</u> Structures Junk modelling	<u>Condoover</u> Mechanical Christmas Cards	<u>Food and Nutrition</u> <u>Food</u> Plan, design, evaluate and make bread.	<u>Minibeasts</u> <u>. Structures</u> To plan, design make and evaluate a hide to spot animals	<u>Rugby World Cup</u> Mechanical Cards
Spring	<u>Journeys and Transport</u> <u>Mechanisms-wheels and axles</u> Design, make and evaluate a moving vehicle including an axle.	<u>Castles</u> <u>Textiles</u> Design, make and evaluate jewellery.	<u>Stone Age</u> <u>Mechanical Systems Levers and linkages</u> To plan, design and make a moving history book.	<u>Earthquakes</u> <u>Food</u> To plan design and make a frittata.	<u>Evolution</u> <u>Food</u> <i>Design and make a food product for Darwin's Journey</i>
Summer	<u>Woodland</u> <u>Food</u> Plan, design, evaluate and make food in Forest school	<u>Gardens</u> <u>Food</u> Plan and design food for a garden party.	<u>Rivers</u> <u>Electrical Systems</u> To create a handmade switch.	<u>Tudors</u> <u>Structures</u>	<u>Industrial Revolution</u> <u>Electrical Control</u> Traffic lights

Cycle 2	Raindrops	Stream	River	Estuary	Ocean
Autumn	<u>All about me</u> <u>Mechanisms sliders and levers</u> To plan, design and make a moving picture about themselves	<u>Farming</u> <u>Food</u> Create a layered fruit dish.	<u>London</u> <u>Structures</u> Plan, design make and make a desk tidy.	<u>London</u> <u>Structures</u> Plan, design make and make a desk tidy.	<u>America</u> <u>Textiles</u> Sewing/ Patch work
Spring	<u>Fairy tales</u> <u>Textiles</u> Design, male and evaluate a puppet for a character.	<u>Great fire of London</u> <u>Structures</u> Plan, design make and make a House from 1666	<u>Forces and magnets</u> <u>Textiles</u> Plan, design make and make a bendy bag for space.	<u>Forces and magnets</u> <u>Textiles</u> Plan, design make and make a bendy bag for space.	<u>WW2</u> <u>Gears and Pulleys</u> To plan, design and make a pulley system to transport equipment across a river.
Summer	<u>Creepy crawlies</u> <u>Food</u> Plan, design, evaluate and make food	<u>Seasides</u> <u>Mechanisms-sliders and leavers</u>	<u>Vikings</u> <u>Food</u> Plan, design and make a Viking Stew.	<u>Vikings</u> <u>Food</u> Plan, design and make a Viking Stew.	<u>The living world</u> <u>Food-</u> To plan, design and create a fruit cocktail

	which has been grown in school.	Design, make and evaluate a moving seaside scene			from area of study. Eg St Lucia
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Cycle 3	Raindrops	Stream	River	Estuary	Ocean
Autumn	<u>What was life like when Grandma/Grandad was a child?</u> Mechanisms To design and create a toy which their Grandparent's might have played with.	<u>Shrewsbury Textiles</u> Create a safety Jacket for a teddy moving around Shrewsbury.	<u>Food and Nutrition Food</u> Plan, design, evaluate and make bread.	<u>Materials Structure</u> To create a photograph frame from recycled materials	<u>Population Food</u> Design, make and evaluate fair trade cookies.
Spring	<u>Growing and Changing</u> Food To plan, design and create a healthy snack	<u>Queen Victoria Mechanisms-wheels and axles</u> Design, make and evaluate a moving vehicle including an axle.	<u>Stone Age Mechanical Systems Levers and linkages</u> To plan, design and make a moving history book.	<u>Mountains Electrical Systems</u> To plan, design and make a torch for a climber	<u>Evolution Mechanical systems CAMS</u> Design and make a mechanism with a about sustainability, using a cam with a lever or slider follower
Summer	<u>Treasure island Textiles</u> TO create a sun hat for a treasure island.	<u>I am Scientist Structures Structures</u> Design, make and evaluate a chair for a scientist.	<u>Rivers Electrical Systems</u> To create a handmade switch.	<u>Ancient Greece Mechanical systems</u> Design and make a mascot with moving parts controlled by pneumatic systems	<u>Industrial Revolution Structures</u> Design and make a good quality saleable product from recycled materials