

Autumn (History focus)			Spring (Geography)		Summer (History focus)	
Year 1	 Childhood	Design and Technology Project Den Designers - This project teaches children about the purpose of shelters and their materials. - They name and describe shelters and design and make shelter prototypes. - Children then design and build a play den as a group and evaluate their completed product.	 Bright Lights Big City	Design and Technology Project On the Move This project teaches children about wheels, axles and chassis and how they work together to make a vehicle move.	 School Days	Design and Technology Project Chop, Peel and Grate - This project teaches children about sources of food and the preparatory skills of peeling, tearing, slicing, chopping, mashing and grating. - They use this knowledge and techniques to design and make a supermarket sandwich according to specific design criteria.
	 Movers & Shakers	Design and Technology Project Marvellous Mechanisms - This project teaches children about three types of mechanism: sliders, levers and linkages. - They make models of each mechanism before designing and making a greetings card with a moving part.	 Coastline	Design and Technology Project Seaside Structure This project teaches children about making and strengthening structures, including different ways of joining materials.	 Magnificent Monarchs	Design and Technology Project Stitch, Sew, Create! - This project teaches children about fabric home products and the significant British brand Cath Kidston. - They learn about sewing patterns and using a running stitch and embellishments before making a sewn bag tag.

Year 3	 Through the Ages (History focus)	Design and Technology Project Cook Well, Eat Well - This project teaches children about food groups and the Eatwell guide. - They learn about methods of cooking and explore these by cooking potatoes and ratatouille. - The children choose and make a taco filling according to specific design criteria.	 Rock, Relics and Rumbles	Design and Technology Project Making It Move - This project is linked to Rocks, Relics and Rumbles. - This project teaches children about cam mechanisms. - They experiment with different shaped cams before designing, making and evaluating a child's automaton toy.	 Emperors and Empires (History focus)	Design and Technology Project Greenhouse - This project teaches children about the purpose, structure and design features of greenhouses, and compares the work of two significant greenhouse designers. - They learn techniques to strengthen structures and use tools safely. They use their learning to design and construct a mini greenhouse.
Year 4	 Invasion (History focus)	Design and Technology Project Fresh Food, Good Food - This project teaches children about food decay and preservation. - They discover key inventions in food preservation and packaging, then make examples. - The children prepare, package and evaluate a healthy snack.	 Misty Mountain, Winding River	Design and Technology Project Functional and Fancy Fabrics - This project teaches children about home furnishings and the significant designer William Morris. - They learn techniques for decorating fabric, including block printing, hemming and embroidery and use them to design and make a fabric sample.	 Ancient Civilisations	Design and Technology Project Tomb Builders - This project is linked to Ancient Civilisations. - This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.

Year 5	 Dynamic Dynasties (History focus)	Design and Technology Project Moving Mechanisms This project teaches children about pneumatic systems. They experiment with pneumatics before designing, making and evaluating a pneumatic machine that performs a useful function.	 Sow, Grow and Farm	Design and Technology Project Eat the Seasons - This project is linked to Sow, Grow and Farm. - This project teaches children about the meaning and benefits of seasonal eating, including food preparation and cooking techniques.	 Ground-breaking Greeks (History focus)	Design and Technology Project Architecture - This project is linked to Ground-breaking Greeks. - This project teaches children about how architectural style and technology has developed over time and then use this knowledge to design a building with specific features.
Year 6	 Maafa (History focus)	Design and Technology Project Food for Life - This project teaches children about processed food and healthy food choices. - They make bread and pasta sauces and learn about the benefits of whole foods. - They plan and make meals as part of a healthy daily menu, and evaluate their completed products.	 Frozen Kingdom (Geography main focus)	Design and Technology Project Cushions (sewing) - This project teaches children a range of simple sewing stitches (visible and hidden) to make a cushion. - They learn about a variety of fastenings that can be used. - They learn about different embellishments that can be added to their cushion to make it more aesthetically pleasing	 Britain at War (History focus)	Design and Technology Project Engineer - This project is linked to Britain at War. - This project teaches children about remarkable engineers and significant bridges, learning to identify features, such as beams, arches and trusses. - They complete a bridge-building engineering challenge to create a bridge prototype.