

Autumn						
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
<b>1/2 Fruit &amp; Veg</b>	To find out the favourite fruits and vegetables in the class and present the data in a pictogram.	To examine, taste and describe a variety of fruits and vegetables.	To find out how to handle and prepare a variety of fruits and vegetables.	To be able to design a recipe to include fruit and/or vegetables.	To be able to make and evaluate a food product based on a design.	
<b>3 Pencil Cases</b>	To investigate a range of pencil cases.	To practise and compare sewing stitches.	To investigate ways of opening and closing pencil cases.	To be able to sew embellishments to a piece of fabric.	To be able to design a pencil case.	To be able to make and evaluate a pencil case based on a design.
<b>4 Stockings</b>	To explore and analyse existing products	To explore different ways to join fabric using sewing skills	To explore different ways to decorate fabric using sewing skills	To design a Christmas stocking	To use sewing skills to make a Christmas stocking	To evaluate a finished product
<b>5 Fashion and Textiles</b>	To investigate and analyse items made using textiles: the materials used and how they are made.	To explore some ways in which textiles are joined and decorated.	To design an item made using textiles, and draw pattern pieces.	To use pattern pieces to measure, mark and cut fabric; to sew design elements according to a design.	To join fabric pieces by hand sewing.	To sew hems on an item made using textiles; to add design details.
<b>6 Building Bridges</b>	To explore ways in which pillars and beams are used to span gaps.	To explore ways in which trusses can be used to strengthen bridges.	To explore ways in which arches are used to strengthen bridges.	To understand how suspension bridges are able to span long distances.	To develop criteria and design a prototype bridge for a purpose.	To analyse and evaluate products according to design criteria.
Spring Term						
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
<b>1/2 Structures</b>	To explore the features of stable structures, including toy car garages.	To design and plan a stable structure.	To explore a range of materials and make decisions based on the end product.	To follow a design plan and make a product.	To evaluate products	
<b>Y3 Moving Monsters</b>	To investigate a variety of familiar objects that use air to make them work.	To investigate techniques for making simple pneumatic systems.	To be able to gather ideas for creating moving monsters.	To be able to design a monster including a moving pneumatic system.	To be able to make a monster with a moving pneumatic part.	To be able to evaluate a finished product.
<b>Y4 Alarms</b>	To investigate what alarm systems are used for and	To investigate how to create circuits with a variety of different switches.	To be able to design an alarm system for a particular purpose.	To be able to create an alarm system based on a design.	To evaluate a finished alarm.	

	how different types of switches are activated.					
<b>5 African Instruments</b>	To investigate and analyse African musical instruments.	To explore kalimbas, how they work and how they can be recreated.	To select suitable tools and materials to create a kalimba.	To investigate and design a strengthened body of an African percussion instrument.	To create an African-inspired percussion instrument.	To use our products in a performance and evaluate their effectiveness.
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