



We use a spiral curriculum, with key areas revisited again and again with increasing complexity, allowing pupils to revisit and build on their previous learning. Links are made with other subjects where possible and teachers may teach the key areas in any order as long as they are all covered by the end of the year.

Year A

5/6

	AUT 1	AUT 2	SPRING 1	SPRING 2	SUM 1	SUM 2
DT	<u>Electrical systems</u> Create functional electrical products that use series circuits, incorporating different components such as bulbs, LEDs, switches, buzzers and motors. Consider how the materials used in these products can: <ul style="list-style-type: none"> <li>● Protect the circuitry.</li> <li>● Reflect light.</li> <li>● Conduct electricity.</li> <li>● Insulate.</li> </ul>	<u>Structures</u> Continue to develop KS1 exploration skills, through more complex builds such as pavilion and bridge designs. Understand material selection and learn methods to reinforce structures.	<u>Textiles</u> Understand that fabric can be layered for effect, recognising the appearance and technique for different stitch and fastening types, including their: <ul style="list-style-type: none"> <li>● Strength.</li> <li>● Appropriate use.</li> <li>● Design.</li> </ul>	<u>Digital world</u> Learn how to develop an electronic product with processing capabilities. Apply Computing principles to program functions within a product including to control and monitor it. Understand how the history and evolution of product design lead to the on-going Digital revolution and the impact it is having in the world today.	<u>Cooking and nutrition</u> Understand and apply the principles of a healthy and varied diet to prepare and cook a variety of dishes using a range of cooking techniques and methods. Understand what is meant by seasonal foods. Know where and how ingredients are sourced.	<u>Mechanical systems</u> Extend pupils understanding of individual mechanisms, to form part of a functional system, for example: Automatas, that use a combination of cams, followers, axles/shaft, cranks and toppers.

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Y1/2

	AUT 1	AUT 2	SPRING 1	SPRING 2	SUM 1	SUM 2
DT	<u>Structures</u> Build structures such as windmills and chairs, exploring how they can be made stronger, stiffer and more stable. Recognise areas of weakness through trial and error.	<u>Mechanisms</u> Introduce and explore simple mechanisms, such as sliders, wheels and axles in their designs. Recognise where mechanisms such as these exist in toys and other familiar products.		<u>Textiles</u> Explore different methods of joining fabrics and experiment to determine the pros and cons of each technique.	<u>Cooking and nutrition</u> Learn about the basic rules of a healthy and varied diet to create dishes. Understand where food comes from, for example plants and animals.	

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## Y1/2

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DT	<u>Cooking and nutrition</u> Learn about the basic rules of a healthy and varied diet to create dishes. Understand where food comes from, for example plants and animals.	<u>Mechanisms</u> Introduce and explore simple mechanisms, such as sliders, wheels and axles in their designs. Recognise where mechanisms such as	<u>Textiles</u> Explore different methods of joining fabrics and experiment to determine the pros and cons of each technique.			<u>Structures</u> Build structures such as windmills and chairs, exploring how they can be made stronger, stiffer and more stable. Recognise areas of

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