

DT	Year R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	New school: Learning about the construction area. Building simple structures. Using scissors to cut different papers.	Nail art: Learning to use a hammer and nails safely. Final product a Christmas themed nail art decoration.	Whacky races: Learning to make an axel to make their own vehicle. Designing and making and testing Vehicles	Picture Frames Cutting, joining skills. Final product – a frame into which pupils can insert a photograph.	Sutton Hoo: Looking at Saxon archology findings. Children to design and create a mock-up of a Saxon clasp.	Europe: Learning about classical south European food. Look at ingredients used and create their own dish based in the ingredients and style of food.	Greece: Design and make their own healthy Greek feast. This will include making a spanakopita (spinach & feta cheese in filo pastry). They will also make pitta breads.
Autumn 2					To design and create drinking vessels using clay.		
Spring 1	Chinese New Year Food: New Year decorations. Cutting and joining using different materials including tape and glue.	Heathy food: Designing and creating a healthy sandwich.	Fairtrade Food: Children to make cupcakes and design and create packaging to transport them safely.	Seasonal food: Soup from British grown ingredients. Learning to prepare a dish using seasonal food.	France: To look at some classic French ingredients and to design and make a French a vegetarian quiche and a real mayonnaise.	Product Design: To design and create their own cushions for a reading area.	South America: Using textiles to create a practical container to store money or valuables, using a zip fastener.
Spring 2							
Summer 1	Minibeasts: Designing and creating their own minibeast. To plan and create models using construction materials. To use a variety of tools, including forest school equipment.	Castles: Designing and making their own castle model with a drawbridge.	Fabric Puppets: Link to forest school children base their puppet designs on British wildlife animals.	To design a garden for a specific user, taking into consideration their needs. This should pay attention to basic horticultural features as well.		CAM Toys: To discover how a CAM works and design and make their own CAM toys.	Programmable vehicles (CAD)
Summer 2							