DT Units – To design, make and evaluate			
	Term 1	Term 2	Term 3
Year 1	**Food** Preparing Fruits and Vegetables Design, make and evaluate a **fruit kebab** (product) for **ourselves** (user) for **snack time** (purpose).	**Mechanisms** Sliders and Levers Design, make and evaluate a **picture** (product) for the **children in reception** (user) to **show them what we have been learning** (purpose).	**Structures** Freestanding Stable Structures Design, make and evaluate a **bridge** (product) for the **3 Billy Goats** (user) **to cross the river** (purpose).
Year 2	**Textiles** Templates and Joining Design, make and evaluate a **fabric placemat** (product) for **ourselves** (user) **for the Christmas dinner** (purpose).	**Food** Preparing Fruits and Vegetables Design, make and evaluate a **fruit smoothie** (product) for **our friends** (user) for **break time** (purpose).	**Mechanisms** Wheels and Axles Design, make and evaluate a **push/pull toy** (product) for **Year 1** (user) to **play with** (purpose).
Year 3	**Structures** Shell structures using CAD Design, make and evaluate a **money box** (product) for **ourselves** (user) **to hold our pocket money** (purpose).	**Mechanisms** Levers and linkages Design, make and evaluate a **poster** (product) for **children** (user) to **advertise the film Iron Man** (purpose).	**Mechanisms** Pneumatics Design, make and evaluate a **moving creature** (product) for **younger children** (user) to **play with** (purpose).
Year 4	**Textiles** 2D shape to 3D product Design, make and evaluate a **pencil case** (product) **for ourselves** (user) **to hold our pencils and crayons** (purpose).	**Electrical Systems** Simple circuits and switches Design, make and evaluate a **torch** (product) for the **Y6 children** (user) to **use whilst camping** (purpose).	**Food** Healthy and varied diet Design, make and evaluate a **sandwich** (product) for our **family** (user) to **take on a picnic** (purpose).
Year 5	**Structures** Frame Structures + Key Events and Individuals Design, make and evaluate a **bus shelter** (product) for the **local community** (user) to **rest in whilst waiting for a bus** (purpose).	**Food** Celebrating culture and seasonality Design, make and evaluate a **pizza** (product) for **ourselves** (user) to **have for lunch** (purpose).	**Textiles** Combining different fabric shapes Design, make and evaluate a **fabric door stop** (product) for our **teachers** (user) to **hold their door open** (purpose).
Year 6	**Food** Celebrating culture and seasonality Design, make and evaluate a **soup** (product) for **vegetarians** (user) to **eat for lunch** (purpose).	**Electrical Systems** Monitoring and control Design, make and evaluate an **automatic night light** (product) for our **younger siblings** (user) to **make them feel safe at night** (purpose).	**Mechanisms** Pulleys or Gears Design, make and evaluate a **controllable toy vehicle with pulleys** (product) for **Hot Wheels** (user) to **sell to make profit** (purpose).

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2

DT Units – To design, make and evaluate			
	Term 1	Term 2	Term 3
Nursery	**Materials / Structures** Making Christmas Decorations Design, make and evaluate a **Christmas Decoration** (product) for **Christians** (user) for **Christmas time** (purpose).	**Materials** Farm Animal Masks Design, make and evaluate an **animal mask** (product) for **ourselves** (user) to **play with** (purpose).	**Structures** Minibeast homes Design, make and evaluate a **home** (product) for a **minibeast** (user) to **live in** (purpose).
Reception	**Materials / Structures** Making Christmas Decorations Design, make and evaluate a **Christmas Decoration** (product) for **Christians** (user) for **Christmas time** (purpose).	**Materials** Wild Animal Masks Design, make and evaluate an **animal mask** (product) for **ourselves** (user) to **play with** (purpose).	**Materials / Structures** Boats Design, make and evaluate a **boat** (product) for **a pirate** (user) to **go to sea** (purpose).