

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
----------	----------	----------	----------	----------	----------