



DT AT A GLANCE

	AUTUMN ONE	AUTUMN TWO	SPRING ONE	SPRING TWO	SUMMER ONE	SUMMER TWO
KEY STAGE 1 YEAR A 23 - 24/25 - 26	Structures Design and create a zoo		Food Design and create a healthy sandwich	Textiles (Design and create a puppet)		
KEY STAGE 1 YEAR B 23 - 24/25 - 26		Mechanisms Design and create a catapult	Food & Nutrition Design and create a healthy smoothie		Wheels & Axles Design and create a Mars Buggy	
LOWER JUNIORS YEAR A 23 - 24/25 - 26		Textiles Design and create a Christmas decoration	Electrical Systems Design and create a warning alarm		Mechanisms Pneumatics Design and create a moving mascot	
LOWER JUNIORS YEAR B 23 - 24/25 - 26	Food & Nutrition Design and create bread		Structures Designing and creating a lidded box		Mechanisms Design and create an information guide for a Water Cycle	
UPPER JUNIORS YEAR A 23 - 24/25 - 26	Mechanisms Design a prototype for a Fairground Ride		Crumble Intro/Night Lights YR 5 Police Car YR6 & Probability Spinner	Crumble Spinning Spitfires YR 5 Automatic bins YR6	Textiles Design and create a fashion accessory YR 5 only	Crumble Moving eyes YR5 Interactive Robots YR6
UPPER JUNIORS YEAR B 24 - 25/26-27	Food & Nutrition Design a healthy meal on a budget	Mechanisms Cams- Create a moving toy	Crumble Intro/Night lights YR 5 YR 6 Police Car & Probability Spinners	Crumble Spinning Spitfires YR 5 Automatic bins YR6	Textiles Design and create a fashion accessory YR 5 only	Crumble Moving eyes YR5 Interactive Robots YR6