United Curriculum: D&T and Food & Nutrition

	Year 1-2		Year 3-4		Year 5-6	
	Cycle A	Cycle B	Cycle A	Cycle B	Cycle A	Cycle B
Autumn	**Food & Nutrition** **Eat a Rainbow** [Aut2] Preparing a colourful fruit kebab, fruit jelly pots, crudités and dips.	**Food & Nutrition** **Salads** [Aut2] Preparing healthy, balanced salads that include proteins.	**How We Make Things** [Aut1] Introduction to different manufacturing techniques. Developing making skills and using the making process to make frame structures, chocolates and chocolate boxes.	**Cams, Pulleys & Gears** [Aut2] Introduction and modelling of cam, pulley and gear mechanisms. The Action Aid Squashed Tomato Challenge - design, prototype and test a pulley system.	**Sustainable Products** [Aut2] Analysing the sustainability of food packaging and developing textiles skills. Making a re-usable sandwich wrap or pouch.	**Upcycled Products** [Aut2] Consolidation unit to apply knowledge and develop skills. Designing and making "pop bottle products".
Spring	**What is Design & Technology** [Spr2] Introduction to design. Designing and modelling playground equipment for an outdoor space.	**Wheels & Axles** [Spr2] Introduction to wheels and axles. Vehicle Design Challenge – design, prototype and test a vehicle model to travel the furthest.	**Computer Aided Design & Manufacture** Introduction to CAD/CAM through the context of assistive devices. Using CAD Software to design an assistive zip pull.	**Food & Nutrition** **Soups** Cooking vegetables and grains and combining into healthy soups.	**Food & Nutrition** **Sauces** [Spr2] Making a range of staple sauces that can be adapted to make different meals.	**Renewable Energy** [Spr1] Consolidation unit to apply knowledge and develop skills. Designing and making functioning wind turbines that generate electricity.
Summer	**Simple Machines** Introduction to mechanisms (sliders, levers and linkages). Making a simple linkages (levers) to prototype a grabber mechanism.	**Materials & Textiles** Introduction to textiles and basic sewing techniques. Designing buttons and making a re-usable heat pack.	**Food & Nutrition** **Sandwiches** [Sum1] Making sandwiches with a balance of proteins fats & carbohydrates.	**Lighting Up** [Sum2] Introduction to electronic systems. Using a micro:bit to program lights. Designing and making a miniature LED torch.	**Smart Schools** Introduction to electronic monitoring and control systems. Designing, prototyping and testing smart school models with automated systems.	**Food & Nutrition** **Savoury Snacks** [Sum1] Cooking and baking filled pastries and other balanced picnic snacks.