

DT rolling plan cycle

(Order of projects to be decided)

Year 1	Year 2
Food - <u>preparing fruit and vegetables</u> fruit salad / soup	Food - <u>preparing fruit and vegetables</u> smoothie / scones
Mechanical systems – <u>sliders and gears</u> : greeting cards or fact / story page	Mechanical systems – <u>wheels and axles</u> : emergency vehicle (Great Fire) or for character / carnival
Structures - <u>freestanding structures</u> : bridges for Billy Goat or chair for baby bear or playground equipment	Textiles - <u>templates and joining techniques</u> : placemat, puppet, toy clothes (running stitch / glue/ staple)

Year 3 / 4 cycle 1	Year 3 / 4 cycle 2
Food - <u>healthy and varied diet</u> : bread / sandwich or wrap	Food - <u>healthy and varied diet</u> : meringue with seasonal fruit / dips
Electrical systems – <u>simple circuits and switches</u> : torch, noise make toy/game or office buzzer.	Mechanical : <u>Lever and linkages</u> : cards Or Pneumatics: moving toy or shop window
Structures – <u>shell</u> : gift box / party box	Textiles – <u>2D to 3D</u> : bag / soft toy mascot

Year 5 / 6 cycle 1	Year 5 / 6 cycle 2
Food - <u>culture and seasonality</u> : cereal bar	Food - <u>culture and seasonality</u> : soup / pizza / pie
Mechanism – <u>cam/ pulley / gears</u> : toy vehicle, fairground ride, shop window	Structures – <u>frame structures</u> : playground shelter, park furniture, adventure playground
Textiles with CAD – <u>combining different fabric shapes or using CAD</u> : mobile phone camera, cap / tool belt	Electrical systems with CAD – <u>monitoring and control</u> : electrical board game, alarm for vehicle / treasure