

D.T Units of Work

Year 3	Cooking Edible Garden – Science and plants (Twinkl Plan It Available)	Electrical Systems BeeBots – Using Turtle Logo to create a local map	Textiles Make a Kite – Science and Forces (Twinkl Plan It Available)
	<ul style="list-style-type: none"> • Use a range of techniques such as mashing, whisking, crushing, grating, cutting, kneading and baking. • Follow a recipe, using appropriate utensils and measuring skills to prepare savoury food. • Learn how to use a range of tools and equipment safely, appropriately and accurately and learn to follow hygiene procedures. 	<ul style="list-style-type: none"> • Apply their understanding of computing to program, monitor and control their products. 	<ul style="list-style-type: none"> • Use a wider range of materials and components, including textiles • Cut, shape and score materials with some degree of accuracy • Assemble, join and combine material and components with some degree of accuracy
Year 4	Cooking Bread Bake Off – History (Twinkl Plan It Available)	Construction Link to art and Stephen Wiltshire – Structure Design	Electrical Systems Battery Operated Lights – Electricity (Twinkl Plan It Available)
	<ul style="list-style-type: none"> • Combine range of techniques such as kneading and baking • Become confident with using a range of tools and equipment safely, appropriately and accurately and learn to follow hygiene procedures • With growing independence, measure and mark out to the nearest cm and millimetre • Understand that to be active and healthy, nutritious food and drink are needed to provide energy for the body 	<ul style="list-style-type: none"> • Understand that materials have both functional properties and aesthetic qualities • Apply their understanding of how to strengthen, stiffen and reinforce more complex structures in order to create more useful characteristics of products 	<ul style="list-style-type: none"> • Assemble, join and combine material and components with some degree of accuracy; • Make and represent simple electrical circuits, such as a series and parallel, and components to create functional products.
Year 5	Cooking Super Seasonal Cooking (Twinkl Plan It Available)	Mechanisms/Mechanical Systems Shaduf – Egyptians	Textiles Teddy Bear – WW2
	<ul style="list-style-type: none"> • Understand about seasonality, how this may affect the food availability and plan recipes according to seasonality • Demonstrate how to use a range of cooking techniques, such as griddling, grilling, frying and boiling • Alter methods, cooking times and/or temperatures 	<ul style="list-style-type: none"> • Begin to explore and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] 	<ul style="list-style-type: none"> • Demonstrate how to measure, cut, shape and join fabric with accuracy to make a product • Join textiles with an appropriate sewing technique • Select and use different and appropriate finishing techniques to improve the appearance of a product such as hemming and fabric paints

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Year 6	Cooking Global Food - Ancient Greece (Twinkl Plan It Available)	Mechanisms/Mechanical Systems Animal Automata - Animals and Humans (Twinkl Plan It Available)	Electrical Systems Lighthouse - Geography and coasts
	<ul style="list-style-type: none"> • Know, explain and give examples of food that is grown (such as pears, wheat and potatoes), reared (such as poultry and cattle) and caught (such as fish) in the UK, Europe and the wider world • Measure accurately and calculate ratios of ingredients to scale up or down from a recipe • Adapt and refine recipes by adding or substituting one or more ingredients to change the appearance, taste, texture and aroma • Independently follow a recipe 	<ul style="list-style-type: none"> • Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • Select a wider range of tools and equipment safely including as saws, screwdrivers, sandpaper and wood glue • Confidently choose materials based on their functional properties and aesthetic qualities 	<ul style="list-style-type: none"> • Understand and use electrical systems in their products that require more than one step for the product to work [for example, series circuits incorporating switches, bulbs, buzzers and motors]