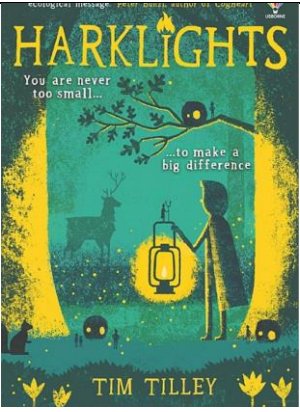
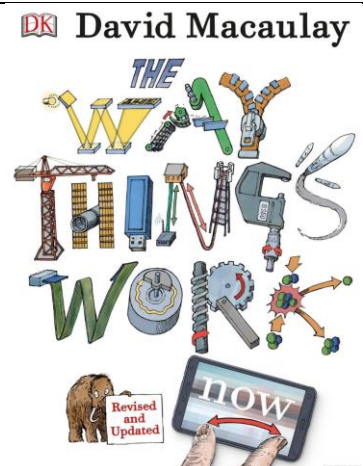
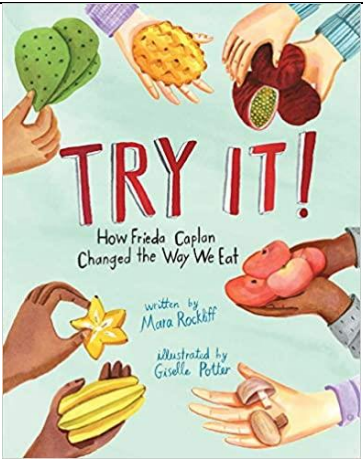
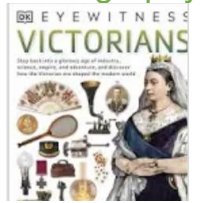


	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	General Junk modelling exploration Food – Design and make a baby food 	Design and make a patterned Christmas decoration.	Building model buildings – eg post box 		<ul style="list-style-type: none"> Design and make a bird feeder 	<ul style="list-style-type: none"> Cookery; using plants
Year 1	<u>Mechanisms:</u> Sliders and Levers Make a moving story book of Humpty Dumpty. (Link – English)			<u>Cooking:</u> Fruit and Vegetables Making Smoothies (Link – English Instructions)	<u>Structures:</u> Free-standing structures Constructing a Windmill (Link – Music “Mouse in a Windmill”)	
Year 2	<u>Cooking:</u> Grating, slicing, peeling. Measuring and weighing. Creating Healthy Wrap. (Link – English Instructions) 			<u>Mechanisms:</u> Pivots, levers and linkages Making moving King/Queen (Link – History and Geography) 	<u>Textiles:</u> Running stitch Creating a pouch for travelling around the world (Link – Geography)	
Year 3	<u>Structures:</u> Combing multiple shapes (2D and 3D) to form strong stable structure Constructing Stone Henge (Link – Stone Henge)			<u>Mechanisms:</u> Pneumatics Creating a pneumatic rainforest animal (Link – Rainforest)	<u>Textiles:</u> Cross-stitch and appliqué Egyptian Collars (Link – Egyptians)	
Year 4	<u>Electrical Systems:</u> Electrical circuits, torches Designing Torch (Link – Science electricity)			<u>Mechanisms:</u> Making a slingshot cart Designing Roman cart for invasion (Link – History Romans)	<u>Cooking:</u> Adapting a recipe Designing a healthy wrap with a budget (Link – Maths money Greece Food)	

						
Year 5	<u>Structures:</u> Arch and beam bridges Design a bridge (Link – Science properties of materials)			<u>Mechanisms:</u> Pop-up book Creating pop-up book for Isaac Newton (Link – Science forces)	<u>Digital World:</u> Tinkercad Program an animal monitoring device (Link – Science and computing)	
Year 6	<u>Digital World:</u> 3D CAD model in Tinkercad Navigating the World (Link – Geography and computing)			<u>Textiles:</u> Running stitch to join fabric Creating a Victorian waistcoat (Link – History Victorians)	<u>Structures:</u> Variety of materials to create apparatuses Design a playground (Link – Geography / Art)	

Long-Term Overview 2022-202

Key: Underline = Topic Blue = Skills Red = Activity Green = Cross curricular