


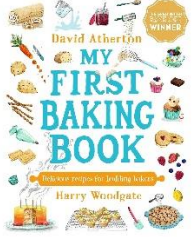
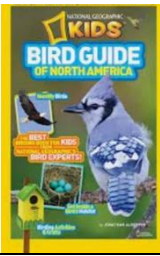
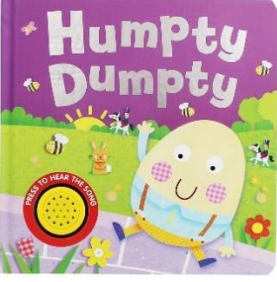
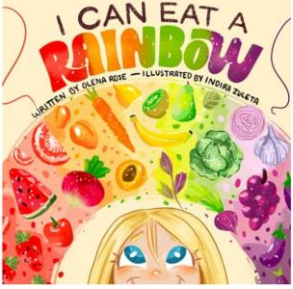
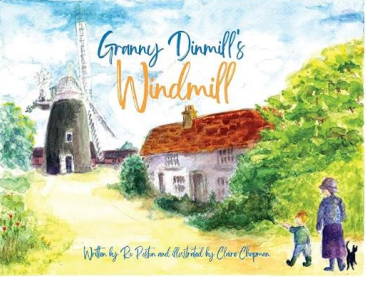
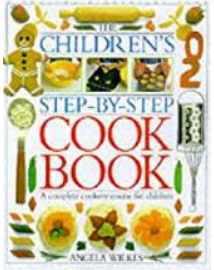
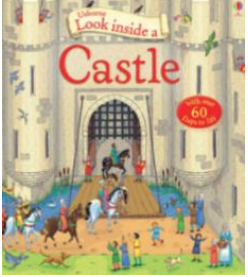
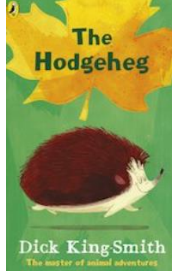
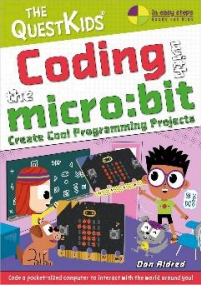
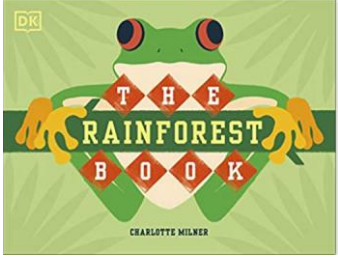
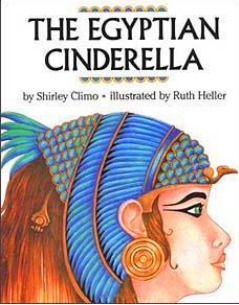
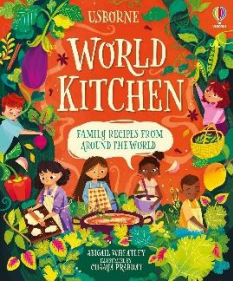

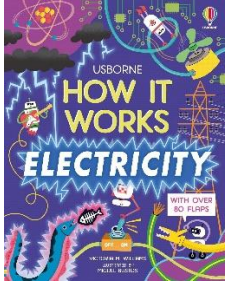


	Autumn	Spring	Summer
Nursery	<p>Cooking: Pureeing technique Boiling and mashing with a fork or potato masher. Baby project – Past and present</p>  <p>Structures: Painting, printing and patterning Design and make a salt dough decoration. Christmas – People and communities</p> 		<p>Structures: Cutting and joining wood Design and make a bird feeder. Animals – The Natural World</p> 
Nursery children have access to the junk modelling area within their continuous provision throughout the year.			
Reception	<p>Cooking: Pureeing technique Boiling and mashing with a fork or potato masher. Baby project – Past and present</p> 	<p>Structures: Cutting and joining Choose and make a building. Community – People and communities</p> 	<p>Cooking: Measuring, stirring and combining Following a recipe to make a flapjack. Using seeds in cookery – The Natural World</p>  <p>Structures: Cutting and joining wood Design and make a bird feeder. Animals – The Natural World</p> 
Reception children have access to the junk modelling area within their continuous provision throughout the year.			

<p>Year 1</p>	<p><u>Mechanisms:</u> Sliders and Leavers Make a moving story book. English / Reading</p> 	<p><u>Cooking:</u> Fruit and vegetables Making smoothies. PSHE / Science / Maths</p> 	<p><u>Structures:</u> Free standing structures Make a windmill. Music / Science</p> 
<p>Year 2</p>	<p><u>Cooking:</u> Baking Make gingerbread person. English / Maths</p> 	<p><u>Mechanisms / Structures:</u> Pivots, levers and linkages. Making a castle with a drawbridge History / English</p> 	<p><u>Textiles:</u> Running stitch Creating a hedgehog puppet. English / Reading</p> 
<p>Year 3</p>	<p><u>Digital World:</u> Programming Write a program using a micro:bit. Computing / Science</p> 	<p><u>Mechanisms:</u> Pneumatics Creating a pneumatic rainforest animal. English / Geography</p> 	<p><u>Textiles:</u> Cross-stitch and appliqué Egyptian Collars English / History</p> 
<p>Year 4</p>	<p><u>Cooking:</u> Cooking Design and create a Greek inspired dish. Science / Maths</p> 	<p><u>Mechanisms:</u> Making a slingshot cart Designing Roman cart for invasion. History</p> 	<p><u>Electrical Systems:</u> Electrical circuits, torches Designing a torch. Science</p> 

<p>Year 5</p>	<p><u>Mechanisms:</u> Pop-up book Creating pop-up book for Isaac Newton Science / English</p> 	<p><u>Textiles:</u> Blanket stitch Design and make a soft toy. English</p> 	<p><u>Digital World:</u> Crumbles Making flood defences. Computing / Geography</p> 
<p>Year 6</p>	<p><u>Cooking:</u> Writing a recipe Make a healthy main meal. PSHE / Science / English / Maths</p> 	<p><u>Digital World:</u> 3D CAD model in Tinkercad Navigating the World Computing</p> 	<p><u>Textiles:</u> Adding secure fastenings and sewing accurately - Creating a Victorian waistcoat for a teddy. History / English / Reading</p> 

Key:

Underline = Topic

Blue = Skills

Red = Activity

Green = Cross curricular