

	Autumn		Spring		Summer	
Year 1	Aut 1 Design Focus: Mechanisms Context: Wheels	Au2 Design Focus: Mechanisms Context: Books	Spr1 Design Focus: Structure Context: Windmill	Spr 2 Design Focus: Food Context: Fruit and Veg	Sum1 & 2 Design Focus: Textiles Context: Puppets	
	Aut 1 Design Focus: Mechanisms Context: Monster	Aut 2 Design Focus: Textiles Context: Pouches	Spr 1 & 2 Design Focus: Mechanisms Context: Fairground wheel		Sum 1 Design Focus: Structures Context: Baby Bear's Chair	Sum 2 Design Focus: Food Context: Balanced diet
Year 3	Aut 1 Design Focus: Structures Context: Castles	Aut 2 Design Focus: Food Context: Eating Seasonally	Spr 1 Design Focus: Mechanical Systems Context: Pneumatic Toys	Spr 2 Design Focus: Textiles Context: Applique	Sum 1 & 2 Design Focus: Digital World Context: Electronic Charm	
	Aut 1 Design Focus: Food Context: Adapt a recipe	Aut 2 Design Focus: Electricity Context: Torches	Spr 1 Design Focus: Structures Context: Pavilions		Sum 1 Design Focus: Textiles Context: Fastenings	Sum 2 Design Focus: Mechanical Systems Context: Slingshot car
Year 4	Aut 1 Design Focus: Food Context: Adapt a recipe	Aut 2 Design Focus: Electricity Context: Torches	Spr 1 Design Focus: Structures Context: Pavilions		Sum 1 Design Focus: Textiles Context: Fastenings	Sum 2 Design Focus: Mechanical Systems Context: Slingshot car
	Aut 1 Design Focus: Food Context: Healthier options	Aut 2 Design Focus: Mechanical Systems Context: Pop-up book	Spr 1 Design Focus: Digital Word Context: Monitoring	Spr 2 Design Focus: Structures Context: Bridges	Sum 1 Design Focus: Textiles Context: Stuffed toy	Sum 2 Design Focus: Electricity Context: Doodlers

<p>Year 6</p>	<p>Aut 1</p> <p>Design Focus: Structures</p> <p>Context: Playground</p>	<p>Aut 2</p> <p>Design Focus: Electricity</p> <p>Context: Steady Hand Game</p>	<p>Spr 1</p> <p>Design Focus: Food</p> <p>Context: Come dine with me</p>	<p>Spr 2</p> <p>Design Focus: Mechanical Systems</p> <p>Context: Automata</p>	<p>Sum 1 & 2</p> <p>Design Focus: Digital World</p> <p>Context: Navigating the World (DT)</p> <p>Sensing Movement (Computing)</p>
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