

Year 5	Theme	Mechanisms	Textiles	Food Technology
	Product	Pop Up Book	Stuffed Toy	Farm to Fork
	Focus	- Create a functional pop-up storybook design. - Use lever, sliders, layers and spacers to create paper-based mechanisms.	- Create a Template. - Design, make and sew a stuffed toy. - Use a variety of techniques.	- Understand seasonality. - Adapt and follow a recipe to create a meal. - Use healthy, seasonal ingredients.
	Purpose/User	To be decided by the pupils (ensuring wherever possible that their identified product user can evaluate their final product)		
	Skills and Knowledge	- Understand how cams can be used for different types of movement and change the direction of movement. - Understand the science behind gears and pulleys and the effects they can have on movement. - Understand the effects of using different materials for different purposes. - Understand that mechanical systems have an input, process and output.	- Experiment using a blanket stitch and other more challenging stitches. - Understand the different pieces required to make 3D textiles. - Use accuracy when measuring and cutting fabrics. - Be able to make and use textile templates and pattern pieces independently. - Know when to amend or adjust the created product if necessary to make the product fit for purpose.	- Understand how to store and keep ingredients safely. - Understand and use hygiene and safety practices rigorously. - Demonstrate confidence using a variety of cutting techniques. - Adjust the temperature when needed whilst cooking. - Understand about seasonality of ingredients. - Understand where a variety of ingredients are grown, reared, caught and processed
	Technical Vocabulary	Prototype, axle, rotary motion, linear motion, pivot, mechanism.	Blanket stitch, amend, adjust.	Seasonality, reared, caught, processed, food hygiene standards, imported, ripeness.
	Resources	lrnkey.com- How-to-make-pop-up-book Sciencefriday.com- Pop-up-book-engineering/	STEM- Uks2-textiles TWINKL Soft Toy resources	Super Seasonal Cookery BBC Harvest Cooking Culture and Seasonality STEM - ks2-cooking-and-nutrition
	Cross curricular	Science - Forces	Mathematics – measurement, properties of shape	Geography – Enough for Everyone

Year 6	Theme	Electronic Control	Mechanisms	Food Technology
	Product	Steady Hand Game	Moving (Shop Window) Display	Ready Steady Cook
	Focus	Use electronics to produce light and sound/movement.	- Use wheel, axle and cams to make a display. - Add a motor to automate the design.	- Understanding rationing/limited resources - Creating a nutritious menu within a budget.
	Purpose/User	To be decided by the pupils (ensuring wherever possible that their identified product user can evaluate their final product)		
	Skills and Knowledge	- Experiment in computer control programs, interface boxes and microcontrollers. - Understand the essential parts of a series circuit. - Create a battery powered, functional electrical product. - Understand and use electrical systems in their products. - Understand the use of computer control systems in products. - Know how computers can be used to program, control and monitor products.	- Understand how cams can be used to change the direction of movement. - Use gears and pulleys competently. - Understand that electrical systems have an input, process and output.	- Refine and adapt recipes, including ingredients, cooking times, methods and temperatures. - Demonstrate confidence in a variety of food preparation techniques. - Understand how to use a variety of ways to cook, such as baking, boiling, sauté. - Create a variety of dishes competently such as starters, dinners and deserts. - Know the different food groups and the nutrition they provide the body with.
	Technical Vocabulary	Battery, electrical currents, flow, circuit breakers, electrical conductors. Series circuit, parallel circuit, component, LED, filament, modify.	Cam shaft, movement, hand-powered, follower, slider, component.	Carbohydrates, fats, sugars, fibre, protein, allergies, fruits and vegetables.
	Useful Resources	STEM- Clever Circuits STEM ks2-programming-monitoring-and-controlling-systems	.bbc. -moving-shop-window-display Automated Animals STEM- Building Mechanics	file:///T:/Curriculum/DT/Everything for planning DT at Sellindge/QCA schemes of work/Food - sandwiches - Y3.doc BBC Our Favourite Dishes Culture and Seasonality STEM ks2-cooking-and-nutrition
	Cross curricular	Science - Electricity	Science- Forces (gears, levels and pulleys)	PSHE- Money matters Maths- weight, money, calculations