



	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Year 1		<p>Topic: Memory Box</p> <p>Strand: Technical knowledge (structures)</p> <p>Outcome: Design and make a memory box</p>			<p>Topic: Moon Zoom</p> <p>Strand: Technical knowledge (mechanisms)</p> <p>Outcome: To make a Space-themed picture with moving parts.</p>	<p>Topic: Our Local Area</p> <p>Strand: Cooking and Nutrition</p> <p>Outcome: Design and make a picnic food item</p>
Year 2		<p>Topic: Wonderful Wythenshawe</p> <p>Strand: Technical knowledge (textiles)</p> <p>Outcome: To create a diversity-inspired section for a patchwork quilt.</p>		<p>Topic: Explorers</p> <p>Strand: Technical knowledge (mechanisms)</p> <p>Outcome: Create a moving explorers buggy</p>		<p>Topic: Beach Combers</p> <p>Strand: Cooking and Nutrition</p> <p>Outcome: Fruit salad/kebab</p>
Year 3		<p>Topic: Stone Age</p> <p>Strand: Technical knowledge (structures)</p> <p>Outcome: To design and make a Stone Age-inspired structure/shelter.</p>		<p>Topic: Ancient Greeks</p> <p>Strand: Technical knowledge (structures & mechanisms)</p> <p>Outcome: : To design and make a decoy vehicles</p>	<p>Topic: Farm to Fork</p> <p>Strand: Technical knowledge (structures) Cooking & nutrition</p> <p>Outcome: Smoothie packaging and smoothies</p>	
Year 4	<p>Topic: Invaders & Settlers: Romans and Anglo-Saxons</p> <p>Strand: Cooking and nutrition</p> <p>Outcome: To make Roman Bread</p>	<p>Topic: Natural Disasters</p> <p>Strand: Technical knowledge (electrical systems)</p> <p>Outcome: Create an earthquake warning alarm using moving mechanisms.</p>			<p>Topic: Vikings</p> <p>Strand: Technical knowledge (textiles)</p> <p>Outcome: Create a Viking Purse</p>	

Year 5	<p>Topic: The Egyptians Strand: Mechanisms: Outcome: Create an Egyptian 'shaduf' containing a mechanism (or similar invention) to make life easier for slaves.</p>	<p>Topic: Hola Mexico Strand: Cooking and nutrition Outcome: : To research, plan, source and make a dish</p>				<p>Topic: Londinium Strand: Mechanisms Outcome: Moveable bridge/landmark</p>
Year 6	<p>Topic: The Tudors: Crime and Punishment Strand: Food and nutrition Outcome: Plan a recipe to create a dish with hot & cold elements e.g. gingered bread, vegetable pottage, Tudor boiled & baked ham etc.</p>	<p>Topic: Frozen Kingdom Strand: Textiles Outcome: Design and make an Arctic Explorer's utility bag.</p>				<p>Topic: The Island Strand: Structures Outcome: Create a fantasy-inspired board game containing 2D& 3D features for a specific audience.</p>