	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design Technology Scheme of Learning						
Unit 1	Wheels & Axels	Making a Moving Monster	Constructing a Castle	Making a Slingshot Car	Bridges	Automated Toys
	How do wheels move? Fixing broken wheels Designing a vehicle Wacky races	Pivots, levers & linkages Making linkages Designing my monster Making my monster	Features of a castle Designing a castle Nets & structures Building a castle	Chassis & launch Designing the car body Making the car body Assembling and testing	Arch and beam bridges Spaghetti truss bridges Building bridges Finalising bridges	Automatas Frame assembly Experimenting with cams Finishing touches
Unit 2	Constructing a Windmill	A Balanced Diet	Egyptian Collars	Seasonality	What Could Be Healthier?	Steady Hand Game
	Designing the structure Assembling the structure Assembling the windmill Testing and evaluating	Hidden sugars in drinks Taste testing combinations Designing & making a wrap Making & evaluating	Cross stitch & applique Cushion design Decorating my cushion Assembling my cushion	Following a recipe Testing ingredients Final design and budget Biscuit bake-off	From farm to fork What does healthy look like? Adapting and improving a recipe Mamma mia! What a tasty, healthy Bolognese!	Developing through play Game plan Base building Electronics & assembly
Unit 3	Puppets	Pouches	eCharms	Torches	Stuffed Toys	Navigating The World
	Joining fabrics Designing my puppet Making & joining my puppet Decorating my puppet	Running stitch Using a template Making a pouch Decorating a pouch	Smart wearables Programming an eCharm eCharm pouches Point of sale displays	Electrical products Evaluating torches Torch design Torch assembly	Designing a stuffed toy Blanket stitch Details and appendages Stuffed toy assembly	Answering a client's request Programming a navigation tool Product concept 3D CAD models Product pitch