

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		<b>Textiles</b> (Puppets)		<b>Mechanical systems</b> (Wheels and axels)		<b>Cooking and Nutrition</b> (Fruit and Vegetables)
Year 2		<b>Textiles</b> (Pouches)		<b>Woodcraft</b> (Hoop 9Games)		<b>Cooking and Nutrition</b> (A Balanced Diet)
Year 3	<b>Woodcraft</b> (Mark Making Tools)			<b>Textiles</b> (Egyptian collar)	<b>Cooking and Nutrition</b> (Eating Seasonally)	
Year 4	<b>Textiles</b> (Book Cover)			<b>Electrical systems</b> (Torches)	<b>Mechanical systems</b> (Making a Slingshot Car)	
Year 5	<b>Textiles</b> (Stuffed Toys)	<b>Woodcraft</b> (Birdboxes)			<b>Cooking and nutrition</b> (What Could be Healthier)	
Year 6	<b>Mechanical Systems</b> (Automata Toys)	<b>Cooking and Nutrition</b> (Come Dine with Me)				<b>Electrical system</b> (Steady Hand Games)

Side note: Digital systems is taught through the computing unit of Selection of Physical Computing in Year 5 and Sensing in Year 6.