Y5/6 Autumn	Cycle A Spring	Cycle A Summer	Cycle B Autumn	Cycle B Spring	Cycle B Summer
Structures	Mechanisms	Cooking	Textiles (book sleeve)	Digital world	Electronic systems - a steady hand game
1.I can investigate the structure of a bridge and suggest how they have been reinforced. (Arch, beam, truss) 2.I can explore different materials (straws, spaghetti, wooden skewers) and investigate which material is best for purpose. (thinking about how to join the materials, which are stronger, how to strengthen it) 3.I can design a truss bridge. (design) 4.I can create a 3d model using triangular shapes and joining methods I have learnt. (make) 5.I can evaluate my final product.	1.I can investigate pneumatic toys and explain what pneumatic means. 2.I can explore ways to inflate a balloon to make a toy move and decided which is most effective. 3.I can design a pneumatic toy considering the mechanisms I will use and label it. 4.I can create a pneumatic toy. 5.I can evaluate my pneumatic toy. .	1.Recap on seasonal food. I can understand how some foods and reared, caught, processed. 2.I can explore what a balanced diet is and think about which flavours and complementary. (children to taste some ingredients that are in a pasty) 3.I can explore different pasty recipes and adapt it to make it my own. 4.I can explore different ways to cut vegetables and crimp pastry. (playdoh can be used her to practice crimping) 5.I can design a pasty and create an ingredients list. 6.I can make my pasty. I can evaluate my pasty.	1.I can explore different fastenings on the market. 2.I can experiment with different fastening. 3.I can explore different ways to embellish. 4.I can design my book sleeve. 5.I can make my book sleeve. 6.I can evaluate my book sleeve.	1.I can research playgrounds in the local area and create a survey for the school. (about playground equipment.) 2.I can log onto CAD online and create a experiment with adding symbols (ensuring they are true to size.) 3. I can design a playground based on my market research and surveys. (sketch) 4. I can use CAD online to draw my playground. 5. I can pitch my playground to another group/ class. 6. I can evaluate my playground design.	1.I can investigate buzzer games on the market. 2.I can experiment with bending a wire and creating a circuit. 3.I can design a steady hand game. 4.I can make the base for my steady hand game. 5. I can make the circuit for my steady and game. 6. I can evaluate my steady hand game.
Children will have an understanding on how to reinforce a bridge and know the different types of bridges.	Children will have made a pneumatic car that uses a balloon and have an understanding on what a pneumatic toy.	Children will have made a pasty and will have a greater understanding about food safety and where food comes form.	Children will have an understanding of different ways to fasten something and have sewn it together,	Children will have experimented with using CAD to enhance their own drawings and ensuring that the CAD drawings are to scale.	Children will have deeper understanding on how to create a circuit and be able to create a working circuit game.
structure. reinforced truss bridge, arch bridge, beam bridge, design, make, evaluate	pneumatic system, input, output, component sketch, research adapt	Fruit, vegetable, seasonal, diet, flavour, bridge cut, claw grip, method, crimp	embellish, sew, cross stitch, fastening, popper, button, zip.	scale, design criteria, survey, results, experiment, CAD (Computer Aided Design)	component, conductor, design criteria, symbol