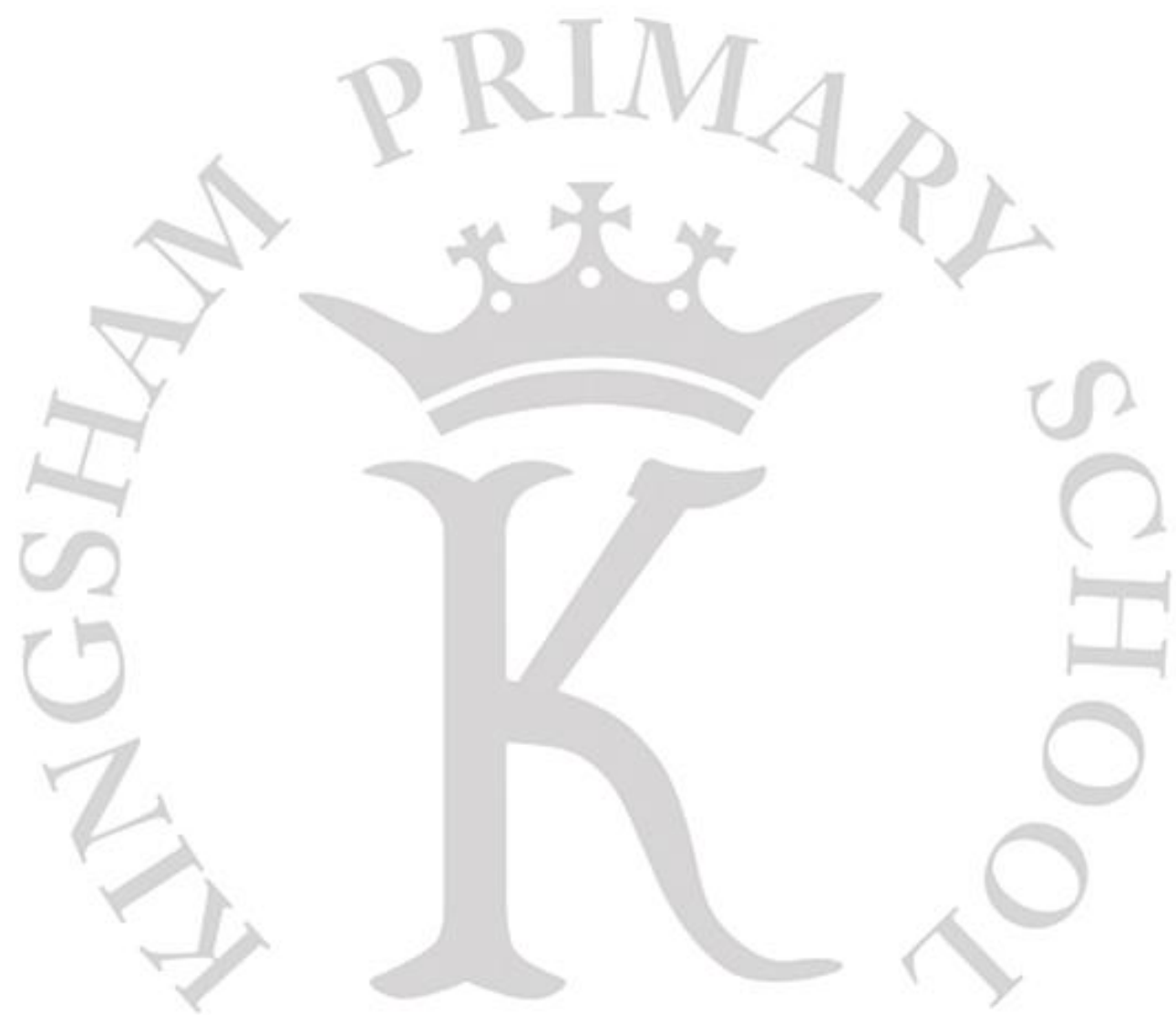


## Design and Technology – Topics and Opportunities

	<u>Topics</u>			<u>School Trips and Other Opportunities</u>
Year 1 and 2 (Year A)	<b>Roly Poly Toy – Materials/Mechanics/History</b> -Using tools, cutting and joining. Movement type. Materials/mechanics	<b>Movable Pages Mechanics</b> – Levers/Wheels and Winding	<b>Fruit Salad/Kebabs – Food</b> – Cut, peel, grate/measuring, weighing	Electricals- computing
Year 1 and 2 (Year B)	<b>Poppies – Textiles</b> Templates, sewing to join, dyeing/printing	<b>Free Standing Construction -Construction</b> – drilling, screwing, gluing and nailing to make and strengthen	<b>Fridge Magnets - Materials</b> – Using tools, cutting and joining.	
Year 3 and 4 (Year A)	<b>Map of Chichester – Electricals and Electronics</b> – Simple Circuits and switches	<b>Photo Frame Construction/Materials</b> - Using tools, cutting and joining.	<b>Soups/Salads/Dips - Food</b> – Hygiene, measuring, following a recipe, assemble or cook ingredients	Tourist Office/Chichester
Year 3 and 4 (Year B)	<b>Roman Catapults Mechanics/Construction/Materials/History</b> – Levers and linkages	<b>Sustainable Bag – Textile/Materials</b> Link to Art – sewing – joining/seams	<b>Bread– Food /Enterprise</b> – Hygiene, measuring, following a recipe, assemble or cook ingredients.	
Year 5 and 6 (Year A)	<b>Warfare Vehicle – Mechanics/Construction/History</b> Wheels/Frame Structures-	<b>Bridge Building Construction/Materials</b> – Straws and triangulation	<b>Afternoon Tea – Food/ History</b> Storing food, measuring,range of cooking and baking skills, refining recipes.	<b>Costumes for Performance Textiles</b> – Combining different fabric shapes
Year 5 and 6 (Year B)	<b>Moving Toys – Mechanics /Materials/ Construction</b> Cam mechanisms	<b>Electronics</b> More complex systems and circuits	<b>Global Food Food</b> Storing food, measuring,range of cooking and baking skills, refining recipes.	<b>Costumes for Performance Textiles</b> – Waitrose – Food miles Goodwood farm shop



*Aspire - Learn - Achieve*