

Curriculum Breadth: Shaped by our curriculum drivers, curriculum breadth is the topic or area students will study with links to the National Curriculum. For example: rocks and fossils, Ancient Greece, cooking and nutrition, the water cycle, world continents and oceans etc.

Class 1			
	Term 1	Term 2	Term 3
Week 1	Food- Preparing fruit & vegetables	Design influences- textiles (teddy bears, puppets)	Design influences- electronics and computing
Week 3	Food	Textiles- templates & joining	Electronics and computing
Week 5	Food	Textiles	Electronics and computing
Week 7	Food	Textiles	Electronics and computing
Week 9	Food	Textiles	Electronics and computing

Class 1			
	Term 1	Term 2	Term 3
Week 1	Design influences- sliders & levers	Design influences- materials	Design influences- construction/structures (buildings)
Week 3	Mechanics	Materials	Construction- Free standing structures
Week 5	Mechanics- wheels & axels	Materials	Construction
Week 7	Mechanics	Materials	Construction
Week 9	Mechanics	Materials	Construction

Class 2 – Cycle A			
	Term 1	Term 2	Term 3
Week 1	Design influences- textiles (bags/sacks for carrying)	Design influences- food (herbs & spices)	Design influences- structures (bridges)
Week 3	Textiles- 2D shape to 3D product	Food- Preparing fruit and vegetables	Construction- Free standing structures
Week 5	Textiles	Food- Healthy and varied diet	Construction- Shell structures
Week 7	Textiles	Food	Construction
Week 9	Textiles	Food	Construction
Class 2 – Cycle B			
	Term 1	Term 2	Term 3
Week 1	Design influences- levers and linkages (inventions)	Design influences- simple circuits (robots)	Food- Healthy and varied diet
Week 3	Mechanical systems- wheels & axels	Electrical systems- Simple circuits and switches	Food- Healthy and varied diet
Week 5	Mechanical systems- Levers & linkages	Electrical systems	Food
Week 7	Mechanical systems	Electronics and computing	Food
Week 9	Mechanical systems	Electronics and computing	Food

Class 3 – Cycle A			
	Term 1	Term 2	Term 3
Week 1	Design influences- food (early farming & 'grow your own')	Design influences- structures (Egyptian pyramids)	Design influences- Electrical systems- switches (light bulb)
Week 3	Food- Healthy and varied diet	Materials & Construction - shell structures	Electrical systems- simple circuits & switches
Week 5	Food- Celebrating seasonality- vegetables	Construction - frame structures	Electrical systems- more complex switches
Week 7	Food	Materials & Construction	Electronics and computing
Week 9	Food	Materials & Construction	Electronics and computing
Class 3 – Cycle B			
	Term 1	Term 2	Term 3
Week 1	Design influences- Mechanical systems (mechanical toys)	Design influences- textiles (1960's fashion)	Design influences- cultural
Week 3	Mechanical systems- Levers & linkages	Textiles- 2D shape to 3D product	Food- seasonality
Week 5	Mechanical systems- Pulleys and gears	Textiles- combining different fabric shapes	Food- culture
Week 7	Mechanical systems	Textiles	Food
Week 9	Mechanical systems	Textiles	Food