

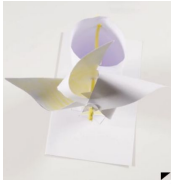


YEAR 1

Cutting and sticking fabric to create a puppet



Creating a finger / hand puppet



Constructing a moving windmill

Combining 3D shapes with a moving windmill mechanism

Fruit & vegetables

Tasting, cutting and combining fruit and vegetables into a fruit salad



YEAR 2

Creating pivots and linkages to make a moving model



Making a moving monster



A Balanced Diet

Making a healthy wrap

Pouches

Threading needles, designing and stitching a chosen card

Interleaved strands

Mechanisms & Mechanical Systems
e.g. levels, sliders, wheels and axles

Electrical Systems

Materials & Textiles

Structures

Food & Nutrition