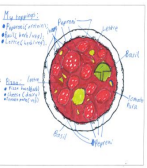
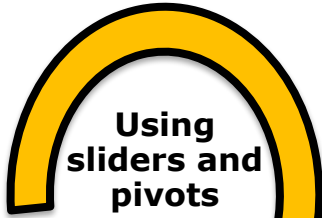




YEAR 5

Creating a pop up story book.

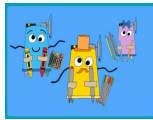


Adapting a recipe

What makes a 'healthy diet', making 'pitta pizzas'.

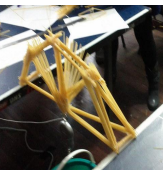
Creating a circuit to move a doodling toy

Doodlers



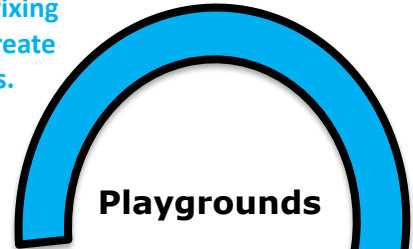
Bridges

Reinforcing structures, using beams and trusses.

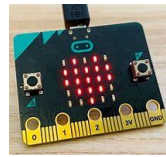


YEAR 6

3D modelling, different fixing skills to create frames.



Playgrounds

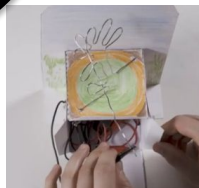


Creating a navigation device

Using a micro:bit to create code for a navigation device

Creating a steady base to support a working electrical system

Steady Hand Game



Interleaved strands

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

Electrical Systems

Materials & Textiles

Structures

Food & Nutrition