

Year 3	<p>Textiles: Cross stitch and appliqué Cushions or Egyptian collars (4 lessons)</p>	<p>Structures: Constructing a castle (Lessons 2 - 4; omit lesson 1)</p>	<p>Cooking and nutrition: Eating seasonally (Lessons 2, 4, 5 and 6; omit lessons 1 and 3)</p>	<p>Digital world: Wearable technology (Lessons 2-4; omit lessons 1 and 6) NB. This means that there is no evaluation in the unit.</p>	<p>Mechanical system: Pneumatic toys (Lessons 2 - 4; omit lesson 1) NB. Watch the tea box in lesson 1, as a physical example.</p>
Year 4	<p>Mechanical systems: Making a slingshot car (4 lessons)</p>	<p>Textiles: Fastenings (Lessons 2-4; omit lesson 1)</p>	<p>Structures: Pavilions (4 lessons)</p>	<p>Cooking and nutrition: Adapting a recipe (Lessons 1-3 and lesson 5; omit lessons 4 and 6)</p>	<p>Electrical systems: Torches (Lessons 2 - 4; omit lesson 1)</p>
Year 5	<p>Cooking and nutrition: Developing a recipe (4 lessons) (Lessons 2-4 and lesson 6; omit lessons 1 and 5)</p>	<p>Electrical systems: Doodlers (Lessons 1 - 3; omit lesson 4)</p>	<p>Mechanical systems option 1: Making a pop-up book (Lessons 1 - 3; omit lesson 4) NB. Use the Jack and Jill book and moving parts template in Lesson 2, to reduce time. Mechanical systems option 2: Gears and pulleys (Lessons 1-3 learning and making gears and pulleys; omit lessons 4 and 5 the design task)</p>	<p>Digital world: Monitoring devices (4 lessons)</p>	<p>Structures: Bridges (4 lessons)</p>
Year 6	<p>Structure: Playgrounds (Lessons 1 - 3; omit lesson 4) NB. Skip the surrounding landscape and complete the playground structures in lesson 3.</p>	<p>Mechanical systems: Automata toys (4 lessons)</p>	<p>Electrical systems: Steady hand game (Lesson 2 - 4; omit lesson 1)</p>	<p>Digital world: Navigating the world (5 lessons) NB: You could complete lesson 5 as an assembly or celebratory event.</p>	<p>Cooking and nutrition: Come dine with me (Lessons 2, 4, 5 and 6; omit the optional lessons 1 and 3)</p>