

1. CHOP, SLICE & MASH

Cooking & nutrition:
Design, make & evaluate a fruit smoothie

2. WACKY RACES

Mechanical systems (wheels and axels):
Design, make and evaluate a toy car for a specific user

3. SWINGS

Structures and joints:
Design, make and evaluate a moving swing



**YEAR
2**

1. HARVEST LOAF

Cooking and nutrition:
Design, make and evaluate a harvest bread product

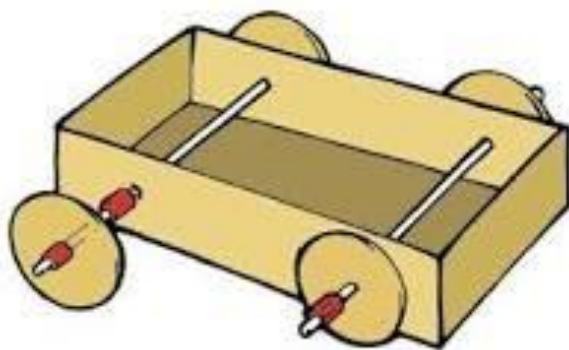
2. CREATING PNEUMATIC MONSTERS

Mechanical systems (pneumatics):
Design, make and evaluate a moving monster

3. PHOTO FRAMES

Structures and joints:
Design, make and evaluate a themed photo frame

**YEAR
1**



1. CUT, STITCH & JOIN

Textiles:
Design, make and evaluate a bag using sewing techniques

2. REMARKABLE RECIPES

Cooking and nutrition:
Design, make and evaluate a seasonal salad

3. POPUP CARDS

Mechanical systems (levers and linkages):
Design, make and evaluate card using 3D and moving features

**3
YEAR**



1. MAKE A TORCH

Electrical systems:
Design, make and evaluate a torch

2. CLEOPATRA'S CUSHION

Textiles:
Design make and evaluate a 3D textile cushion

3. FRESH FOOD, GOOD FOOD

Cooking and nutrition:
Design, make and evaluate a tart

YEAR
5



1. EATWELL AIRLINES

Cooking and nutrition:
Design, make and evaluate the food and packaging for a balanced airline meal

2. MAKE DO AND MEND

Textiles:
Using William Morris inspired printing techniques design, make and evaluate a bag/pencil case with pockets and fastenings

3. CRUMBLE TOY BUGGY

Computer systems (motors and wheels):
Design, make and evaluate a programmable moving vehicle

YEAR
4



1. AUTOMATRON

Mechanical systems (cams, pulleys and gears):
Design, make and evaluate a moving toy

2. EATWELL PIZZA

Cooking and nutrition:
Design, make and evaluate an eatwell pizza and packaging

3. CRUMBLE PROGRAMMING

Computer systems (lights and sensors):
Design, make and evaluate a programmable toy

YEAR
6

