

EYFS

Autumn	Spring	Summer
<p>Magnificent Me</p> <p><u>Physical Development</u> Use a range of small tools, including scissors, paintbrushes and cutlery.</p>	<p>The Wonderful World</p> <p><u>Expressive Arts and Design</u> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.</p>	<p>Minibeasts to Megabeasts</p> <p><u>Expressive Arts and Design</u> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.</p>
<p>Terrific Transport</p> <p><u>Expressive Arts and Design</u> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.</p>	<p>Fantastic Fairy Tales</p> <p><u>Expressive Arts and Design</u> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.</p>	<p>Super Sea Creatures and Superheroes</p> <p><u>Physical Development</u> Use a range of small tools, including scissors, paintbrushes and cutlery.</p>
		<p><u>Expressive Arts and Design</u> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.</p>

Year 1

Autumn	Spring	Summer
<p>Textiles - templates and joining techniques</p> <p><u>Master Practical Skills</u> Cut materials safely using tools provided.</p> <p><u>Design, make, evaluate and improve</u> Design products that have a clear purpose and an intended user.</p> <p><u>Take inspiration from design throughout history</u> Explore objects and designs to identify likes and dislikes.</p>	<p>Structures - free standing structures</p> <p><u>Master Practical Skills</u> Practise drilling, screwing, gluing and nailing materials to make and strengthen products. Demonstrate a range of joining techniques (such as gluing, using hinges or combining materials to</p> <p><u>Design, make, evaluate and improve</u> Design products that have a clear purpose and an intended user.</p> <p><u>Take inspiration from design throughout history</u> Explore objects and designs to identify likes and dislikes.</p>	<p>Mechanisms - wheels and axles</p> <p><u>Master Practical Skills</u> Create products using wheels.</p> <p><u>Design, make, evaluate and improve</u> Design products that have a clear purpose and an intended user.</p> <p><u>Take inspiration from design throughout history</u> Explore objects and designs to identify likes and dislikes.</p>

Year 2

Autumn	Spring	Summer
<p>Mechanisms - Sliders and Levers</p> <p><u>Master Practical Skills</u> Create products using levers and winding mechanisms. Measure and mark out to the nearest centimetre. Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</p> <p><u>Design, make, evaluate and improve</u> Make products, refining the design as work progresses. Use software to design</p> <p><u>Take inspiration from design throughout history</u> Suggest improvements to existing designs. Explore how products have been created.</p>	<p>Food -Preparing fruit and vegetables</p> <p><u>Master Practical Skills</u> Cut, peel and grate ingredients safely and Measure or weigh using measuring cups or electronic scales. Assemble and cook ingredients. Understand where food comes from.</p>	

Year 3

Autumn	Spring	Summer
<p>Food - Healthy and Vaired diet</p> <p>Master Practical Skills Prepare ingredients hygenically using appropriate utensils.</p> <p>Measure ingredients accurately to the nearest gram.</p> <p>Follow a recipe</p> <p>Assemble and cook ingredients (controlling the temperature of the hob, if cooking).</p>	<p>Mechanical systems - levers and linkages</p> <p>Master Pratical Skills Use scientific knowledge of the transference of forces to choose appropriate mechanisms foer a product (such as linked levers or pnematics)</p> <p>Design, make, evaluate and improve Refine work and techniques as work progresses, contnually evaluating the product design.</p> <p>Take inspiration fron design throughout History Improve upon existing designs, giving reasons for choices.</p>	<p>Master Practical Skills Cut materials accurately and safely by selecting appropriate tools.</p> <p>Measure and mark out to the nearest millimetre.</p> <p>Apply appropriate cutting and shaping techniques that includes cuts within the perimeter of the material (such as slots or cut outs).</p> <p>Select appropriate joining techniques.</p> <p>Design, make, evaluate and improve Refine work and techniques as work progresses, contnually evaluating the product design.</p> <p>Take inspiration fron design throughout History Improve upon existing designs, giving reasons for choices.</p>

Year 4

Autumn	Spring	Summer
<p>Structures - Shell Structures</p> <p>Master Practical Skills Choose suitable techniques to construct products or to repair items. Strengthen materials using suitable techniques.</p> <p>Design, make, evaluate and improve Design with purpose by identifying opportunities to design. Make products by working efficiently (such as carefully selecting materials) Use apps to design and represent product designs.</p> <p>Take inspiration from design throughout history Identify some of the great designers to generate ideas for design. Disassemble products to understand how they work.</p>		<p>Electrical Systems - simple circuits ad switches</p> <p>Master Practical Skills Create products with series and parallel circuits</p> <p>Control and monitor models using apps designed for this purpose.</p> <p>Design, make, evaluate and improve Design with purpose by identifying opportunities to design. Make products by working efficiently (such as carefully selecting materials) Use apps to design and represent product designs.</p> <p>Take inspiration from design throughout history Identify some of the great designers to generate ideas for design. Disassemble products to understand how they work.</p>

Year 5

Autumn	Spring	Summer
<p>Mechanical Systems - Pulleys or Gears</p> <p>Master Practical Skills Convert rotary motion to inear using cams</p> <p>Use innovative combinations of electronics (or computing) and mechanics in product designs</p>	<p>Textiles - Combining different fabric shapes</p> <p>Master Practical Skills Cut materials with precision and refine with appropriate tools (such as sanding wood after cutting or using a more precise scissor cut after roughly cutting out a shape) Show an understanding of the qualities of materials in order to choose appropriate tools to cut and shape (e.g. the nature of fabric may require sharper scissiors than would be used to cut paper)</p>	<p>Food - Celebrating culture and seasonality</p> <p>Master Practical Skills Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms) Measure accurately and calculate ratios of ingredients to scale up or down from a recipe</p> <p>Demonstrate a range of baking and cooking techniques</p>

<p><u>Design, make, evaluate and improve</u> Design with the user in mind, motivated by the service a product will offer (rather than simply for profit)</p> <p>Make products through stage of prototypes, making continual refinements</p> <p><u>Take inspiration from design throughout history</u> Create innovative designs that improve upon existing products</p> <p>Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices</p>	<p><u>Design, make, evaluate and improve</u> Design with the user in mind, motivated by the service a product will offer (rather than simply for profit)</p> <p>Make products through stage of prototypes, making continual refinements</p> <p><u>Take inspiration from design throughout history</u> Create innovative designs that improve upon existing products</p> <p>Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices</p>	<p>Create and refine recipes, including ingredients, methods, cooking times and temperatures.</p> <p><u>Design, make, evaluate and improve</u> Design with the user in mind, motivated by the service a product will offer (rather than simply for profit)</p> <p>Make products through stage of prototypes, making continual refinements</p> <p><u>Take inspiration from design throughout history</u> Create innovative designs that improve upon existing products</p> <p>Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices</p>
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Year 6

<u>Autumn</u>	<u>Spring</u>	<u>Summer</u>
<p><i>Structures - Frame Structures</i></p> <p><u>Master Practical Skills</u> Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding)</p> <p><u>Design, make, evaluate and improve</u> Use prototypes, cross sectional diagrams and computer aided designs to represent designs</p> <p>Ensure products have a high-quality finish, using art skills where appropriate</p> <p><u>Take inspiration from design throughout history</u> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices</p> <p>Evaluate the design of products so as to suggest improvements to the user experience</p>		<p><i>Electrical Systems - More complex switches and circuits</i></p> <p><u>Master Practical Skills</u> Create products using electronics kits that employ a number of components (such as LEDs and resistors).</p> <p>Write code to control and monitor models or products.</p> <p><u>Design, make, evaluate and improve</u> Use prototypes, cross sectional diagrams and computer aided designs to represent designs</p> <p>Ensure products have a high-quality finish, using art skills where appropriate</p> <p><u>Take inspiration from design throughout history</u> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices</p> <p>Evaluate the design of products so as to suggest improvements to the user experience</p>

