

Year						
EYFS	Autumn 1 – All	Autumn 2 –	Spring 1 –	Spring 2	Summer 1	Summer 2
	about me	Terrific tales	Amazing	Come	Ticket to ride	Under the sea
			Animals	outside		
	Use	Using 3d boxes	Using	Gained	Assembled	Experience of
	construction kits	and contains to	range of	some	vehicles with	common fruit
	and bricks to	create own	tools	experience	moving	and vegetables,
	create	product	Developed	of	wheels using	undertaking
	structures		some	designing,	construction	sensory
	Using range of		cutting,	making	kits.	activities i.e.
	tools		joining	and	Explored	appearance
	Joining paper		and	evaluating	moving	taste and smell.
	and card		finishing	products	vehicles	
			skills with	for a	through play.	Experience of
			card.	specified		cutting soft fruit
				user and		and vegetables
				purpose		using
						appropriate
						utensils.



			make simple flaps
	Autumn 2	Spring 2	Summer 2
1	<mark>Mechanisms</mark>	Food and Nutrition	Materials and Structures
	Sliders and levers	Preparing fruit and	Freestanding structures
	Explore and uses sliders and levers	vegetables	Know how to make free
	Understand that different	Learn to distinguish	standing structures stronger,
	mechanics create different	between fruit and	stiffer and more stable.
	movements	vegetables and where	
		they grow.	Design, make and evaluate a
	Design, Make, Evaluate a product		free standing structure
	using paper and card which	Design, make and	
	creates movement with a slider	evaluate a smoothie	
	and lever mechanism	using either fruit or	
		vegetables	
2	Food and Nutrition	<mark>Textiles</mark>	<mark>Mechanisms</mark>
	Understand and use basic	Templates and joining	Wheels and axles
	principles of a healthy and varied	techniques	Explore and use wheels, axles
	diet to prepare dishes,	Understand how	and axle holders.
	(carbohydrates, proteins, fruits	simple 3-D textile	Distinguish between fixed and
		products are made,	freely moving axles.



	1		
	and vegetables, dairy, oils and spreads) Design, make, evaluate a healthy kebab.	using a template to create two identical shapes. Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. Design, make, evaluate a 3d product using templates, textile and joining methods	Design, make and evaluate a vehicle which moves due to wheels and axles
3	Mechanisms Levers and Link Understand and use lever and linkage mechanisms. Distinguish between fixed and loose pivots. Design, make, evaluate a product creates movement with a lever and linkage mechanism	Food and Nutrition Healthy and varied diet Know how to use appropriate equipment and utensils to prepare and combine food.	Electrical systems Simple circuits and switches Understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs and buzzers. Design, make evaluate a battery-powered product



		Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught. Design, make and evaluate a bread based product with a healthy filling combing ingredients	
4	Textiles	<mark>Mechanisms</mark> Pneumatics	<mark>Structures</mark> Shell structure
	3D product with a fastening	FILEUIIIdUCS	
	Know what fastenings can be used		Develop and use knowledge of
	in a textile product	Understand and use	how to construct strong, stiff
	Understand how to securely join	pneumatic	shell structures. Develop and
	two pieces of fabric together.	mechanisms.	use knowledge of nets of cubes
	Understand the need for patterns	Design, make and	and cuboids and, where
	and seam allowances.	evaluate a product	

	Design, make evaluate a textile	that creates	appropriate, more complex 3D	
	product with a fastening	movement with a	shapes.	
		pneumatic system		
			Design, make evaluate a	
			product that requires a shell	
			structure	
	Food and Nutrition (cross curricular)			
	Weigh foods u	sing scales and follow re	cipe	
5	Textiles	Food and Nutrition	Electrical systems	
	Combining different fabric shapes	Healthy and varied	More complex switches	
	A 3-D textile product can be made	diet	Understand and use complex	
	from a combination of accurately	Know how to use	switch electrical systems in	
	made pattern pieces, fabric shapes	utensils and	products.	
	and different fabrics.	equipment including		
	Fabrics can be strengthened,	heat sources to	Design, make evaluate a battery	
	stiffened and reinforced where	prepare and cook	powered product with a	
	appropriate.	food.	complex switch system	
	Design, make evaluate a textile	Design, make and		
	product that uses two different	evaluate a yeast based		
	types of fabrics	healthy snack		
	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			
L	1	1	1	

(NC) PRIM



6			Structures
	Food and Nutrition	<mark>Mechanisms</mark>	Frame structures
	Celebrating culture and	Cams	Understand how to strengthen,
	seasonality (food)	Understand that	stiffen and reinforce 3-D
	Understand about seasonality in	mechanical systems	frameworks.
	relation to food products and the	have an input, process	
	source of different food products.	and an output.	Design, Make and evaluate a
		Understand how cams	frame structure using wood
	.Design, make and evaluate a	can be used to	
	three-course menu focused on	produce different	
	three key ingredients, exploring	types of movement	
	culture and seasonality	and change the	
		direction of	
		movement.	
		Design, make, evaluate	
		a product creates	
		movement and change	
		of direction with cams	