

		Autumn	Spring	Summer
Cycle A	EY	Harvest	Journeys	Space
	Y1/2	Cut, Stitch & Join Sewing	Wheeled Vehicles Woodwork, Axles	Shelter and Shade Structures
	Y3/4	Making It Move Cam mechanisms	Cook, Well, Eat Well Food	Tomb Builders Pulleys and Levers
	Y5/6	Make Do & Mend Sewing	Architecture Structures & support mechanisms	Eat the Seasons Food
Cycle B	EY	Food & Farms	Castles	Pirates
	Y1/2	Remarkable Recipes Food	Push & Pull Mechanisms – Moving Greetings card	Beach Huts Woodwork
	Y3/4	Greenhouse Woodwork	Light Up Signs Electronics	Functional & Fancy Fabrics Sewing
	Y5/6	Moving Mechanisms Pneumatic Systems	Fairground Electronics	Engineer Bridges Transporter

		Cycle A		
		Autumn	Spring	Summer
Early Years		Harvest	Journeys	Space
	<ul style="list-style-type: none"> Know that fruit and vegetables grow on plants and trees Identify some fruits and vegetables growing in school and the allotments. 	<ul style="list-style-type: none"> Use junk modelling and construction resources materials to make a vehicle. 	<ul style="list-style-type: none"> Use junk modelling and construction resources to make a model rocket / spaceship 	
Year 1/2		Cut, Stitch & Join Sewing	Wheeled Vehicles Woodwork, Axles	Shelter and Shade Structures
	<ul style="list-style-type: none"> Create a design including choice of materials Use running stitch on Binca Suggest how an everyday product could be improved Use a simple pattern for a sewing project 	<ul style="list-style-type: none"> Create a design to meet simple design criteria Talk about their own/others work identifying strengths/weaknesses Use wheels and axels to create a simple moving vehicle 	<ul style="list-style-type: none"> Select and use a range of materials, beginning to explain choices Evaluate an everyday product suggesting improvements 	
Year 3/4		Making It Move Cam Mechanisms	Cook, Well, Eat Well Food	Tomb Builders
	<ul style="list-style-type: none"> Explore and use a range of mechanisms Develop design criteria to inform a design. Suggest improvements to their products and describe how to implement them 	<ul style="list-style-type: none"> Describe how key events in design and technology have shaped the world. Use appliances safely with adult supervision Prepare and cook a simple savoury dish. 	<ul style="list-style-type: none"> Explore and use a range of mechanisms Choose from a range of materials, showing an understanding of their different characteristics. Act on their own suggestions and those of others when making improvement to work 	
Year 5/6		Make Do & Mend Sewing	Architecture Structures & Support Mechanisms	Eat the Seasons Food
	<ul style="list-style-type: none"> Analyse how an invention or product has significantly changed or improved people's lives Develop skill in using running stitch, blanket stitch and whip stitch. Pin and tack fabrics in preparation for sewing and more complex pattern work Create a detailed comparative report about two or more products or inventions. 	<ul style="list-style-type: none"> Build a framework using a range of materials to support mechanism Use pattern pieces and computer-aided design packages to design a product. Test and evaluate products against a detailed design specification and make adaptations 	<ul style="list-style-type: none"> Describe what seasonality means and explain some of the reasons why it is beneficial. Evaluate meals and consider if they contribute towards a balanced diet. Use an increasing range of preparation and cooking techniques to cook a sweet or savoury dish 	

		Cycle B		
		Autumn	Spring	Summer
Early Years		Food and Farms	Castles	Pirates
		<ul style="list-style-type: none"> To explore the different foods that we get from animals To explore different crops that grow on a farm 	<ul style="list-style-type: none"> Use junk modelling and construction resources materials to make a castle 	<ul style="list-style-type: none"> Choose the best materials to make a boat that will float
Year 1/2		Remarkable Recipes Food	Push & Pull Mechanisms – Moving Greetings card	Beach Huts Woodwork
		<ul style="list-style-type: none"> Know where food comes from Follow a recipe to prepare a dish Plan a healthy school meal to fulfil design criteria. 	<ul style="list-style-type: none"> Know what lever, slider and linkage mechanisms are Design and make a greeting card with a moving part Make suggestions for how to improve your work 	<ul style="list-style-type: none"> Explore ways to strengthen and join materials Construct a box frame Evaluate the success of a finished product
Year 3/4		Greenhouse Woodwork	Light Up Signs Electronics	Functional & Fancy Fabrics Sewing
		<ul style="list-style-type: none"> Describe key features and benefits of a greenhouse Explain how diagonal struts strengthen a structure Select the most appropriate materials for a greenhouse roof/wall 	<ul style="list-style-type: none"> Describe how an illuminates sign works Use LEDs to light a sign Incorporate a circuit into a design 	<ul style="list-style-type: none"> Incorporate a motif in a design Create and use a pattern block Describe and evaluate the main elements of a fabric design
Year 5/6		Moving Mechanisms Pneumatic Systems	Fairground Electronics	Engineer Bridges Transporter
		<ul style="list-style-type: none"> Use mechanical systems in their products, such as pneumatics Build a framework using a range of materials to support mechanisms. Test products against detailed design specification & make adaptations as they develop the product 	<ul style="list-style-type: none"> Explore how electrical motors be used to make rotating parts Explore ways to strengthen a frame in a prototype model use a range of tools and electronic circuit to create a rotating fairground ride model 	<ul style="list-style-type: none"> Analyse how an invention or product has significantly changed or improved people's lives. Select the most appropriate materials/ frameworks for different structures, explaining choices Develop design criteria for a functional and appealing product that is fit for purpose, Demonstrate modifications made to a product as a result of ongoing evaluation by themselves/others