



Subject	Autumn	Spring	Summer
EYFS	<p>‘Magic Marvellous Me and the World Around Me’</p> <p>Continuous Provision</p>	<p>‘Enchanted Forest’</p> <p>Continuous Provision</p>	<p>‘Jaws, Paws and Claws’</p> <p>Continuous Provision</p>
Year 1	<p>‘Blow Your House Down’</p> <p>Under My Umbrella</p> <p>(In groups to create a functioning umbrella)</p> <p>Textiles</p>	<p>‘Zero to Hero’</p> <p>Bridges</p> <p>(Build a bridge that is sturdy enough to hold a Billy Goat.)</p> <p>Structure</p>	<p>‘It’s Alive’</p> <p>Super Smoothie</p> <p>(To plan, source and make a fruit and vegetable smoothie.)</p> <p>Health and Nutrition</p>
Year 2	<p>‘Fire and Ice’</p> <p>Terrific Towers</p> <p>(Build a free-standing tower)</p> <p>Structure</p>	<p>‘Inventors and Pioneers’</p> <p>The Wonderful World of Wool</p> <p>(Make a product using wool)</p> <p>Textiles</p>	<p>‘A Drop in the Ocean’</p> <p>Dynamic Draw Bridges</p> <p>(Make a functioning drawbridge using mechanisms.)</p> <p>Mechanisms</p>
Year 3	<p>‘All Wrapped Up’</p> <p>Ready to Pop</p> <p>(To create a well-being pop-up book with mechanical levers.)</p> <p>Mechanical Systems</p>	<p>‘To Infinity and Beyond’</p> <p>You’ve Been Framed</p> <p>(The build a functional and decorative photo/picture frame.)</p> <p>Structure</p>	<p>‘The World beneath our Feet’</p> <p>I’m in Love with my Car</p> <p>(To design a mechanical car)</p> <p>Mechanical Systems</p>
Year 4	<p>‘Best of both Worlds’</p> <p>On a roll</p> <p>(Design and make a bread product.)</p> <p>Health and Nutrition</p>	<p>‘Feasts and Festivals’</p> <p>Quizzical Quilting</p> <p>(Create a section of quilting using a variety of materials that can be assembled and used as part of a larger outcome.)</p> <p>Textiles</p>	<p>‘Full Steam Ahead’</p> <p>Create a Buzz</p> <p>(Make an appealing game including an electronic element.)</p> <p>Electrical Circuits</p>
Year 5	<p>‘Brave new world’</p> <p>Marble Run</p> <p>(To design and create a working marble run.)</p> <p>Structures</p>	<p>‘Extreme Earth’</p> <p>Pinball Wizard</p> <p>(To design a mechanical pinball machine.)</p> <p>Mechanical</p>	<p>‘Into the Wild’</p> <p>Roving Roberts</p> <p>(Construct a programmable rover that can collect data.)</p> <p>Electrical Systems</p>
Year 6	<p>‘Fears and Dreams’</p> <p>Great British Menu</p> <p>(Design a menu and cook a savoury element.)</p> <p>Cooking and Nutrition</p>	<p>‘Over the Deep Blue Sea’</p> <p>Hats off to You</p> <p>(Design and make a hat.)</p> <p>Structure</p>	<p>‘Battles, Bombs and Bravery’</p> <p>Take a Seat</p> <p>(To Make a square, circular or rounded padded seat that incorporates a pattern and logo design.)</p> <p>Structure</p>



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	
Design	Develops their own ideas, describing them verbally and via drawing.	Develops their own ideas, describing them verbally and via drawing.	Develops their own ideas using simple design criteria, and describes these in writing, images and diagrams.	Records, designs and plans for products in a range of contexts, presenting their features and intended uses in multiple ways.	Produces detailed design plans and explanations against their own criteria, taking into account the needs of users.	Produces detailed design plans and explanations against criteria created using research of end users, presenting these using various methods.	Produces detailed design plans, prototypes and explanations to research-generated briefs, presenting these using various detailed methods
Make	Selects and uses a range of tools to safely create products, including preparing simple dishes, with support if necessary.	Selects and uses a range of tools to safely create products, including preparing simple dishes, with support if necessary.	Selects and uses a range of tools and materials to safely create products, including preparing simple dishes.	Selects and uses a wide range of tools, materials and components to safely create products, including preparing hot dishes.	Explains the selection of and uses a wide range of tools, materials and components to safely create products that follow design criteria, including preparing hot dishes, and applying some finishing techniques.	Explains the selection of and uses a wide range of tools, materials and components appropriate to specific tasks to safely create products that follow design criteria, including preparing hot dishes, and applying some finishing techniques.	Explains the selection of and uses a wide range of tools, materials and components appropriate to specific tasks and techniques to safely create products that meet a brief, including preparing hot dishes.
Evaluate	Makes simple judgements/suggestions about their own, others' and existing products.	Makes simple judgements/suggestions about their own, others' and existing products.	Reviews their own, others' and existing products against criteria, making judgements and improvement suggestions.	Evaluates their own, others' and existing products against criteria, identifying strengths and weaknesses with the user in mind.	Evaluates the success of their own, others' and existing products against criteria, considering feedback from others.	Evaluates the quality of their own, others' and existing products' design, manufacture and usability against specifications, considering feedback from others.	Throughout the design process, critically evaluates the quality of their own, others' and existing products' design, manufacture and usability against the original specification, considering detailed feedback from others.
Technical Knowledge	Names and describes the materials, components and tools used in the safe building of simple structures and mechanisms.	Names and describes the materials, components and tools used in the safe building of simple structures and mechanisms.	Names and describes the materials, components and tools used in the safe building of simple structures and mechanisms, and describe their movements.	Explains, in simple terms, the safe use of materials, components and tools in building structures and mechanisms, and describes their movements using correct technical vocabulary.	Explains the safe use of materials, components and tools in building structures and mechanisms, controlled by computer programmes and describes their functions using correct technical vocabulary.	Explains, using technical vocabulary, the functional and aesthetic properties of materials used in structures, mechanical systems and electrical systems; explains and demonstrates their safe construction and functions, including when controlled by computer software	Explains, using technical vocabulary and with reference to Science and Mathematics, the functional and aesthetic properties of materials used in structures, mechanical and electrical systems.
Cooking and Nutrition	Demonstrates some simple food knowledge.	Demonstrates some simple food knowledge.	Recognises some simple food sources, groups and recipe combinations.	Describes what is meant by healthy diet, how food provides energy and where it comes from.	Explains how different types of ingredients are produced, provide energy and contribute to healthy balanced diets.	Explains, using technical vocabulary, the functional and aesthetic properties of materials used in structures, mechanical systems and electrical systems.	Explains how different substances in foods provide energy and contribute to healthy balanced diets, and adapts their own recipes.



	YFYS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design	Ideas Sketch Design Choices Explore Survey	Ideas Sketch Design Choices Explore Survey	Design criteria Specification Pattern Structure Arch Truss Strength	Annotated diagram Decoration Design brief Final design Function Intended Inform Plan Portrait Landscape	Final design Sketch Horizontal Vertical Pattern Texture Technique	Approach Dismantle Components list Design proposal Enlarged view Linear Originality Perspective drawing Systematically Working drawing	Structure Template Artefact Style Customer Enlarged view Intentions Linear Methodically Nature Perspective
Make	Build Shaping Record Balance Construct	Build Shaping Record Balance Construct	Spinning Stitch Weave Loom Structure Horizontal Vertical	Shape Apply Assemble	Tessellate Dimensions Pattern Sew Join Accuracy	Appropriate Refine Manipulate	Mixing Mould Record Select Stencil Control
Evaluate	Like Dislike	Similarities Difference Evaluate Successful Unsuccessful	Improve Functionality Strength Durability Likes/Dislikes Feedback	Review Effective Ineffective Satisfied	Improve Accuracy Finish	Performance Qualities Expressed	Effects Outcome
Technical Knowledge	Pattern Shape Join	Pattern Shape Join	Pattern Shape Join	Battery operated Technique Horizontal Vertical	Dimensions Measurement Design Criteria Plan	Designers Architects Input Coding Troubleshoot	Colour Line Enclosure
Cooking and Nutrition	Ingredient Healthy Eating Hygienic Recipe	Ingredient Healthy Eating Hygienic Recipe Peel Sweet	Ingredient Healthy Eating Hygienic Recipe Combine Blend	Ingredient Hygienic Recipe Peel Combine Blend Sweet	Hygiene Mix Flavour Shaping Scoring Taste	Proving Hygiene Mix Flavour Shaping Scoring Taste	Prepare Dice Sieve Simmer Boil Fat preparation