

	Autumn	Spring	Summer
<b>EYFS</b>	Information to follow shortly		
<b>Year 1</b>	Structures: Constructing a Windmill	Textiles: Puppets	Cooking and Nutrition: Smoothies
	Making functioning turbines and axles which are assembled into a main supporting structure. Cutting fabric neatly with scissors. Using joining methods to decorate a puppet. Chopping fruit and vegetables safely to make a smoothie.		
<b>Year 2</b>	Structures: Baby Bear’s chair	Mechanisms: Fairground Wheel	Mechanisms: Making a moving monster
	Building a strong and stiff structure by folding paper Creating joints and structures from paper/card and tape. Creating a design criteria Choosing materials, ingredients or components from a wider range of materials, ingredients or components Evaluating their ideas and creations against simple design criteria.		
<b>Year 3</b>	Cooking and nutrition: Eating seasonally	Digital world: Wearable Technology	Structures: Constructing a castle
	Cutting ingredients safely Writing a program to control (button press) and/or monitor (sense light) that will initiate a flashing LED algorithm Designing and/or decorating a castle tower on CAD software Evaluating own work and the work of others based on the aesthetic of the finished product and in comparison to the original design.		
<b>Year 4</b>	Structure: Pavilions	Mechanical Systems: Making a slingshot car	Electrical systems: Torches
	Building frame structures designed to support weight. Selecting appropriate materials to build a strong structure and for the cladding. Using appropriate equipment to cut and attach materials. Evaluating final products based on: the effect of shape on speed and the accuracy of workmanship on performance.		

<b>Year 5</b>	Electrical systems: Doodlers	Mechanical systems: Making a pop-up book	Cooking and nutrition: Developing a recipe
	Developing design criteria that clarifies the target user. Analysing whether changes in configuration positively or negatively affect an existing product. Making mechanisms and/or structures using sliders, pivots and folds to produce movement. Suggesting points for improvement. Using preparation skills.		
<b>Year 6</b>	Textiles: Waistcoats	Structures: Playgrounds	Digital world: Navigating the world
	Marking and cutting fabric accurately, in accordance with a design Sewing accurately with even regularity of stitches. Evaluating work continually as it is created Measuring, marking and cutting wood to create a range of structures. Placing and manoeuvring 3D objects, using CAD. Programming an N,E, S,W cardinal compass.		