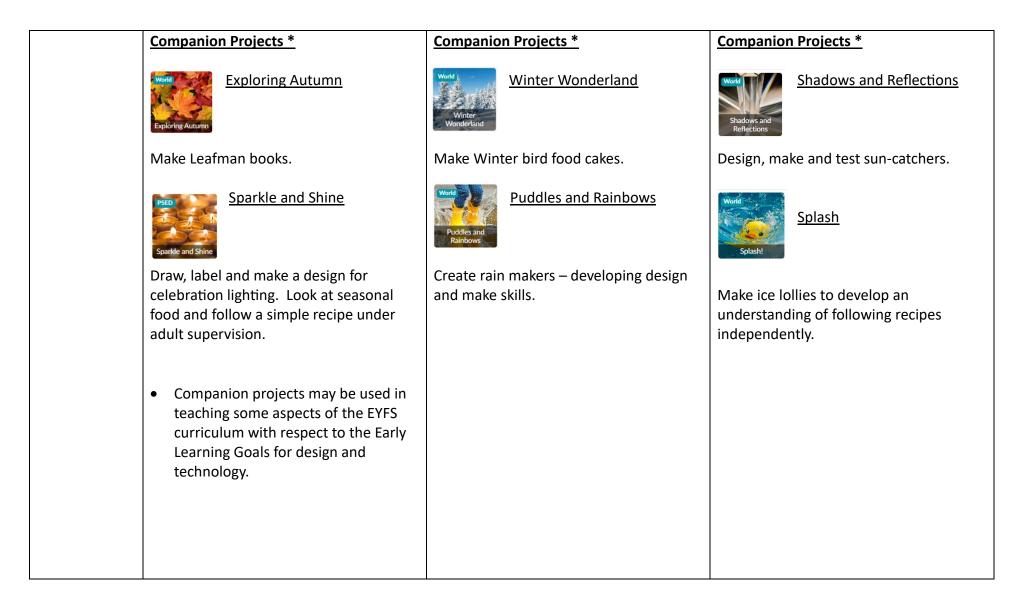
A = 2023/24	Autumn Term	Spring Term	Summer Term
B = 2024/25			
	Early Learning Goals linked to Design	Early Learning Goals linked to Design	Early Learning Goals linked to Design
Reception	and Technology:	and Technology:	and Technology:
	<u>Physical Development</u> - Use a range of small tools, including scissors, paint brushes and cutlery; begin to show accuracy and care when drawing <u>Expressive Art and Design</u> – Creating with material; Being imaginative and expressive	<u>Physical Development</u> - Use a range of small tools, including scissors, paint brushes and cutlery; begin to show accuracy and care when drawing <u>Expressive Art and Design</u> – Creating with material; Being imaginative and expressive	<u>Physical Development</u> - Use a range of small tools, including scissors, paint brushes and cutlery; begin to show accuracy and care when drawing <u>Expressive Art and Design</u> – Creating with material; Being imaginative and expressive
	Main Topics:	Main Topics:	Main Topics:
	Me and My Community	Starry Night	Sunshine and Flowers
	Create vehicles with wheels and axles.	Design and make cuddly pets using different textiles.	Explore existing products before designing and making sun hats and crop
	Create structures using various resources e.g. construction kits and upcycled	Dangerous Dinosaurs Dinosaurs Design a dinosaur.	protectors. Big Wide World Big Wide World
	materials. Talk about resources, tools and methods used and create a puppet character.		Create vehicles using a variety of resources including construction kits. Children will also develop their recipe following skills from the Sparkle and Shine topic by making tortilla pizzas.



Y1/2 A	Shade and Shelter	Chop, Slice and Mash
	Focus : Investigating existing products; Designing and making shelters and dens; Prototypes; Safety rules; Materials.	Focus : Sources of food; Food preparation techniques; Hygiene rules; Designing and making salads and sandwiches
	Cross-Curricular Links: (Science) Naming everyday materials; Properties and uses of materials.	This project teaches children about sources of food and the preparatory skills of peeling, tearing, slicing, chopping,
	This project teaches children about the purpose of shelters and their materials. They name and describe shelters and design and make shelter prototypes. Children then design and build a play den as a group and evaluate their completed product.	mashing and grating. They use this knowledge and techniques to design and make a supermarket sandwich according to specific design criteria.
	Focus: Mechanisms – wheels, axles and chassis	
	This project teaches children about wheels, axles and chassis and how they work together to make a vehicle move.	



Cut, Stitch and Join

Focus: Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; Designing and making a bag tag

This project teaches children about fabric home products and the significant British brand Cath Kidston. They learn about sewing patterns and using a running stitch and embellishments before making a sewn bag tag.



Focus: Structures - strengthening and joining.

This project teaches children about making and strengthening structures, including different ways of joining materials. P

Push and Pull

Focus: Machines and mechanisms; Sliders, levers and linkages; Designing and making greetings cards with moving parts

This project teaches children about three types of mechanism: sliders, levers and linkages. They make models of each mechanism before designing and making a greetings card with a moving part.



Remarkable Recipes Focus: Sources of food; Kitchen tools; Reading recipes; Hygiene rules;

Making a school meal.

This project teaches children about sources of food and tools used for food preparation. They also discover why some foods are cooked and learn to read a simple recipe. The children choose and make a new school meal that fulfils specific design criteria. NB, this is an optional topic and my not be taught in Year 2.

Y3/4 A	Cook Well, Eat Well	Making it Move	Greenhouse Greenhouse
	Focus: Food groups; Eatwell guide; Methods of cooking; Cooking appliances; Hygiene rules; Making taco fillings. This project teaches children about food groups and the Eatwell guide. They learn about methods of cooking and explore these by cooking potatoes and ratatouille. The children choose and make a taco filling according to specific design criteria.	Focus: Cam mechanisms; Designing and making automaton toys; Cutting, joining, strengthening and finishing. This project teaches children about cam mechanisms. They experiment with different shaped cams before designing, making and evaluating a child's automaton toy.	 Focus: Features of greenhouses; Significant designers – Sir Joseph Paxton and Sir Nicholas Grimshaw; Strengthening techniques; Using tools and safety rules; Properties of materials; Constructing strong frameworks Cross-Curricular Links: (Science) Requirements of plants for growth and survival; Testing properties of materials; Observation This project teaches children about the purpose, structure and design features of greenhouses, and compares the work of
Y3/4 B			two significant greenhouse designers. They learn techniques to strengthen structures and use tools safely. They use their learning to design and construct a mini greenhouse.
13/4 0	Fresh Food, Good Food	Functional and Fanciful Functional and Fanciful Fabrics	Tomb Builders
	Focus: Food preservation techniques; Exploring food packaging; Prototypes;	Focus: Fabrics; Design features; Significant designer – William Morris;	Focus: Simple and compound machines

	Designing, making and packaging healthy snacks. This project teaches children about food decay and preservation. They discover key inventions in food preservation and packaging, then make examples. The children prepare, package and evaluate a healthy snack.	Stitching a hem; Embellishment; Designing and making patterned and embellished fabrics <u>Cross-Curricular Links:</u> (Art, & Design) Motifs and pattern; Nature; Block printing; Embroidery This project teaches children about home furnishings and the significant designer William Morris. They learn techniques for decorating fabric, including block printing, hemming and embroidery and use them to design and make a fabric sample.	This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.
Y5/6 A	Moving Mechanisms	Eat the Seasons	Architecture
	Focus: Pneumatic systems; Joining and finishing; Iterative design process; Building pneumatic machine prototypes. This project teaches children about pneumatic systems. They experiment with pneumatics before designing, making and evaluating a pneumatic machine that performs a useful function.	Focus: Cooking; Nutrition. This project teaches children about the meaning and benefits of seasonal eating, including food preparation and cooking techniques.	Focus : Architecture over time; Greek architecture; Structural support, stiffness and stability; Computer-aided design; Building design This project teaches children about how architectural style and technology has developed over time and then use this knowledge to design a building with specific features.

Y5/6 B	Food for Life	Engineer Engineer	Make do and Mend
	Focus: Whole foods; Processed foods; Making healthy meals; Hygiene and safety.	Focus: Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes	<u>Focus</u> : Investigating clothing; Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; Making products from recycled materials
	This project teaches children about processed food and healthy food choices. They make bread and pasta sauces and learn about the benefits of whole foods. They plan and make meals as part of a healthy daily menu and evaluate their completed products.	This project teaches children about remarkable engineers and significant bridges, learning to identify features, such as beams, arches and trusses. They complete a bridge-building engineering challenge to create a bridge prototype.	This project teaches children a range of simple sewing stitches, including ways of recycling and repurposing old clothes and materials.