

Whole School Overview

Reception	Who's in My Community?	What Can I Find in the Dark?	How Do Things Around Me Change?	How Do I Tell 'Once Upon a Time' Stories?	Where Does My Food Come From?	Does Everyone Live like I do?
	Model making with construction kits & blocks. Joining skills with tabs and modelling with recycled materials through ongoing provision		Model making with construction kits & blocks. Food preparation – baking Mechanisms – making machines with moving eg. Axles and cogs in construction		Sources of food Food preparation techniques – fruit salad and salad	
Year 1	Shade and Shelter		Taxi		Chop, Slice and Mash	
	Investigating existing products; Designing and making shelters and dens; Prototypes; Safety rules; Materials		Mechanisms – wheels, axles and chassis		Sources of food; Food preparation techniques; Hygiene rules; Designing and making salads and sandwiches	
Year 2	Remarkable Recipes		Beach Hut		Cut, Stitch and Join	
	Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal		Making a beach hut Structures – strengthening and joining		Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; Designing and making a bag tag	
Year 3	Cookwell, Eatwell		Making it move		Greenhouse	
	Food groups; Eatwell guide; Methods of cooking; Cooking appliances; Hygiene rules; Making taco fillings		Cam mechanisms; Designing and making automaton toys; Cutting, joining, strengthening and finishing		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	

Year 4	Fresh Food, Good Food	Functional and Fancy Fabrics	Tomb Builders
	Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks	Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks	Designing simple and complex machines
Year 5	Moving Mechanisms	Eat the Seasons	Architecture
	Pneumatic systems; Joining and finishing; Iterative design process; Building pneumatic machine prototypes	Cooking, nutrition, making seasonal soups	Architecture over time; Greek architecture; Structural support, stiffness and stability; Computer-aided design; Building design
Year 6	Food for Life	Engineer	Make Do and Mend
	Whole foods; Processed foods; Making healthy meals; Hygiene and safety	Designing and making a prototype bridge Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes	Investigating clothing; Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; Making products from recycled materials