

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	
	Structure Investigating existing products; Designing and making shelters and dens; Prototypes; Safety rules; Materials	Mechanisms Mechanisms – wheels, axles and chassis			Food Sources of food; Food preparation techniques; Hygiene rules; Designing and making salads and sandwiches	
Year 2	Remarkable Recipes	Push and Pull			Cut, Stitch and Join	
	Food Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal	Mechanisms Sliders, linkages and levers			Textiles 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 Food groups; Eatwell guide; Methods of cooking; Cooking appliances; Hygiene rules; Making taco fillings	Mechanisms Cam mechanisms; Designing and making automaton toys; Cutting, joining, strengthening and finishing			Structure 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	Electrical Circuits
	Food Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks	Textiles Exploring fabrics, significant designer William Morris, hemming fabric Making Bags	Electrical systems Using series circuits to make games with buzzers and sensors
Year 5	Moving Mechanisms	Architecture	Eat the Seasons
	Mechanisms Pneumatic systems; Joining and finishing; Iterative design process; Building pneumatic machine prototypes	Structure Architecture over time; Greek architecture; Structural support, stiffness and stability; Computer-aided design; Building design	Food Cooking, nutrition, making seasonal soups
Year 6	Food for Life	Electrical	Make Do and Mend
	Food Whole foods; Processed foods; Making healthy meals; Hygiene and safety	Electrical systems Using microbits to program.	Textiles Investigating clothing; Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; Making products from recycled materials