

Nursery								
Autumn 1         Autumn 2         Spring 1         Spring 2         Summer 1         Summer 2								
Expressive Arts and Design Creating with Materials 3- and 4- year olds • Explore different materials freely, to develop their ideas about how to use them and what to make. • Develop their own ideas and then decide which materials to use to express them. • Join different materials and explore different textures. • Create closed shapes with continuous lines and begin to use these shapes to represent objects. • Draw with increasing complexity and detail, such as representing a face with a circle and including details. • Use drawing to represent ideas like movement or loud noises. • Show different motions in their drawings and paintings, like happiness, sadness, fear etc.								

Reception								
Autumn 1Autumn 2Spring 1Spring 2Summer 1Summer 2								
		Expressive Ar	ts and Design					
	a variety of artistic effects to							
		ing ideas and developing thei	r ability to represent them					
	sharing ideas, resources and							
-		•	and techniques, experimenti	ng with colour, design, textu	re, form and function			
ELG: Creating with mate	erials> Share their creations,	explaining the process they h						
		-	motional Development					
		ort their overall health and w						
ELG: Managing self> Ma	anage their own basic hygien	•	ing understanding the impo	rtance of healthy food choic	es			
		Communicatio	n and Language					
Learn new vocabulary								
<ul> <li>Use new vocabulary thr</li> </ul>	÷ ,							
	nd thoughts in well-formed s							
	tion to another using a range							
	Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen							
<ul> <li>ELG: Speaking&gt; Particip</li> </ul>	pate in small group, class and	one-to-one discussions, offe	ring their own ideas, using re	cently introduced vocabular	y			
• ELG: Speaking> Offer e	xplanations for why things m	light happen						



#### Understanding the World

• Explore the natural world around them

• ELG: The Natural World>Explore the natural world around them, making observations and drawing pictures of animals and plants

**Physical Development** 

- Develop small motor skills so that they can use a range of tools competently, safely and confidently
- ELG: Fine Motor Skills> Use a range of small tools, including scissors, paint brushes and cutlery

	Year 1						
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Mechanisms Wheels and Axles	Textiles Puppets		Mechanisms Making a Moving Story Book		Fruit and Vegetables Smoothies		
<ul> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology</li> <li>Select from and use a range of tools and equipment to perform practical</li> </ul>	<ul> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology</li> <li>Select from and use a range of tools and equipment to perform practical</li> </ul>		<ul> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology</li> <li>Select from and use a range of tools and equipment to perform practical</li> </ul>		<ul> <li>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>Explore and evaluate a range of existing products</li> </ul>		
tasks [for example,	tasks [for example,		tasks [for example,				



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cutting, shaping, joining and finishing] Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	<ul> <li>cutting, shaping, joining and finishing]</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>Evaluate their ideas and products against design criteria</li> </ul>		<ul> <li>wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>Explore and evaluate a range of existing products</li> <li>Evaluate their ideas and products against design criteria</li> </ul>		<ul> <li>Use basic principles of a healthy and varied diet to prepare dishes</li> <li>Understand where food comes from</li> </ul>



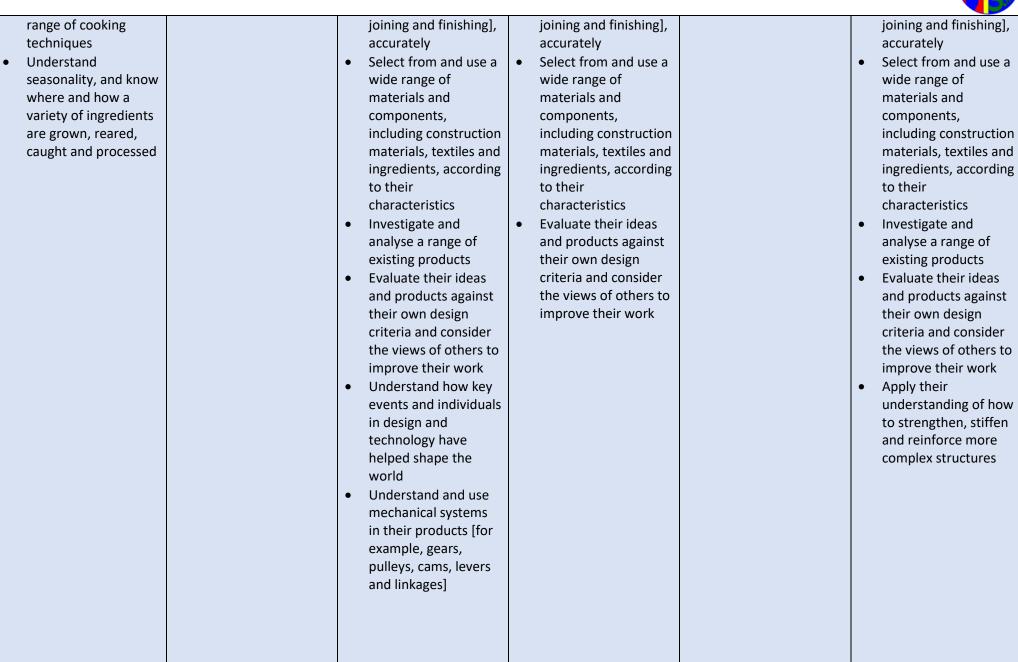
Year 2						
Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
	Food A Balanced Diet		Mechanisms Fairground Wheel	Textiles Pouches		
	<ul> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>Explore and evaluate a range of existing products</li> <li>Use basic principles of a healthy and varied diet to prepare dishes</li> <li>Understand where food comes from</li> </ul>		<ul> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology</li> <li>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</li> <li>Select from and use a wide range of materials and components,</li> </ul>	<ul> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology</li> <li>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</li> <li>Select from and use a wide range of materials and components,</li> </ul>		
	Autumn 2	Autumn 2Spring 1Food A Balanced Diet• Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics• Explore and evaluate a range of existing products• Use basic principles of a healthy and varied diet to prepare dishes• Understand where	Autumn 2       Spring 1       Spring 2         Food       A Balanced Diet         • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics       • Explore and evaluate a range of existing products         • Use basic principles of a healthy and varied diet to prepare dishes       • Understand where	Autumn 2         Spring 1         Spring 2         Summer 1           Food A Balanced Diet         Mechanisms Fairground Wheel         Mechanisms           • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their         • Design purposeful, functional, appealing products for themselves and other users based on design criteria           • Explore and evaluate a range of existing products         • Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology           • Use basic principles of a healthy and varied diet to prepare dishes         • Understand where food comes from         • Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]           • Select from and use a range of         • Select from and use a range of materials and		



materials, textiles and ingredients, according to their characteristics • Evaluate their ideas and products against design criteria • Build structures, exploring how they can be made stronger, stiffer and more stable • Explore and use more stable

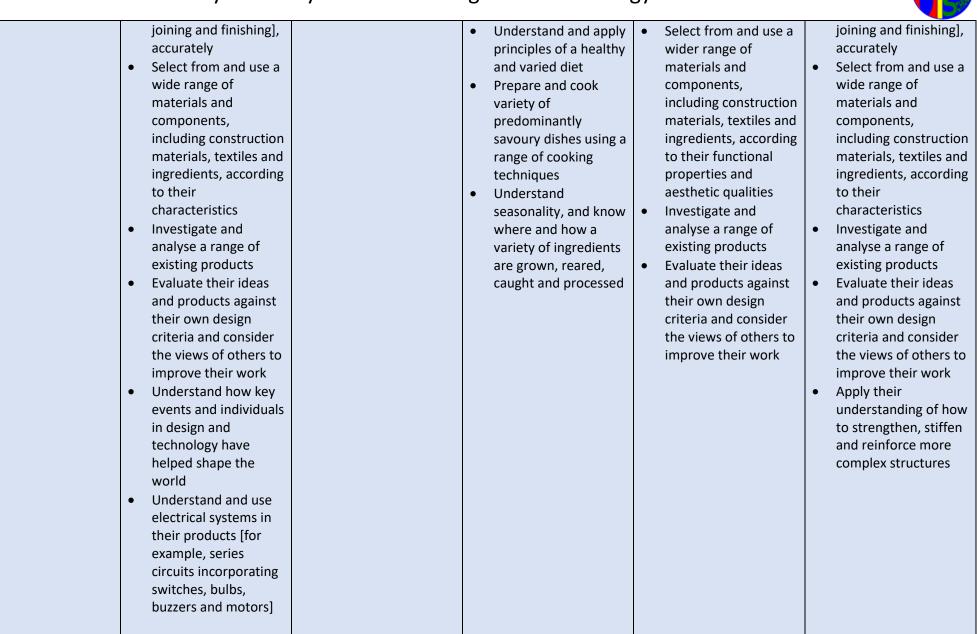


	Year 3						
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Food Eating Seasonally		Pneumatic Toy Cracking Contraptions	Textiles Cross-Stitch and Applique		Structures Local History Building		
<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>Understand and apply principles of a healthy and varied diet</li> <li>Prepare and cook variety of</li> </ul>		<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of tools and equipment to</li> </ul>	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of tools and equipment to</li> </ul>		<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of tools and equipment to</li> </ul>		
predominantly savoury dishes using a		perform practical tasks [for example, cutting, shaping,	perform practical tasks [for example, cutting, shaping,		perform practical tasks [for example, cutting, shaping,		





	Year 4							
Autumn 1	Autumn 2 Electrical Systems Torches	Spring 1	Spring 2 Food Adapt a Recipe	Summer 1 Textiles Design a Cushion	Summer 2 Structure Pavilions			
	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computeraided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping,</li> </ul>		<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>Investigate and analyse a range of existing products</li> <li>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> </ul>	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</li> </ul>	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computeraided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping,</li> </ul>			





Year 5						
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Textiles Fastenings	Mechanical Systems Pop-Up Book	Food What Could Be Healthier?		Structure Bridges		
<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer aided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</li> </ul>	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example,</li> </ul>	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of materials and components, including construction materials, textiles and</li> </ul>		<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping,</li> </ul>		
<ul> <li>Select from and use a wide range of</li> </ul>	cutting, shaping,	ingredients, according to their functional		joining and finishing], accurately		



materials and components, including construction materials, textiles and ingredients, according to their characteristics

- Investigate and analyse a range of existing products
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

 joining and finishing], accurately
 Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties

qualities
Investigate and analyse a range of existing products

and aesthetic

Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

 Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] properties and aesthetic qualities Understand how key events and individuals in design and

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- technology have helped shape the world
- Understand and apply principles of a healthy and varied diet
- Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques
- Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed

 Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic gualities

- Investigate and analyse a range of existing products
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures



	Year 6						
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Digital World: Navigating the World	Structures Playground	Food Come Dine With Me	Textiles Waistcoats	Mechanical Systems Automata Toys	Electrical Systems Steady Hand Game		
<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting,</li> </ul>	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example,</li> </ul>	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</li> <li>Understand how key events and individuals in design and technology have helped shape the world</li> </ul>	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping,</li> </ul>	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of</li> </ul>	<ul> <li>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</li> </ul>		

