

EYFS		naterials and changes they notice. order to develop their ideas about how to u cide which materials to use to express ther	
Nursery	Autumn	Spring	Summer
	Helping hands	Into the wild	Making a splash
Cycle A	 Can you combine ingredients to achieve a planned effect? (gingerbread man) Name variety of ingredients. Use mixing skills. 	 Can you use a needle and thread to complete a simple stitch? Thread a needle. Create a simple stitch on material. 	 What shape would a box be? Place materials in the correct order for a planned outcome. Select appropriate tools to shape and join materials.
	Autumn	Spring	Summer
	Helping hands	Move it	Secret garden
Cycle B	 Can you join materials to create a photo frame? Understand that tools are used for a purpose. Understand different methods of joining materials together. 	 Can you use tools with a purpose in mind? To use tools with support Choosing the appropriate method of joining materials together. 	 Can you make a bird feeder for your garden? Choose appropriate tools to adapt your work. Choose materials for a function or purpose.



EYFS	 Reception: Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. ELG: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - Share their creations, explaining the process they have used; 		
Reception	Autumn	Spring	Summer
	Helping hands	Into the wild	Making a splash
Cuelo A	<i>Can you use a bridge technique to cut fruit?</i>	Can you use a simple running stitch?	Can you make a treasure chest that opens and closes?
Cycle A	Use a knife safely and competently.Discuss which foods are healthy and	• Use a needle and thread effectively and safely.	• Look at treasure chests and how they open and close.
	unhealthy.	Design your own puppet.	 Select materials to create a hinge. Plan the finish of the treasure chest
			and how it will look.
	Autumn	Spring	Summer
	Helping hands	Move it	Secret garden
Cycle B	How can you make a photo frame stand on its own?	Can you use a saw safely and effectively?	Can you make a bug hotel that will stay dry in the rain?
	 Explore a range of methods for joining materials. Explore the use of a range of tools. 	 Select tools for a purpose. Select appropriate method to join materials effectively. 	 Select natural materials to combine together. Assemble materials to function as a bug hotel.



KS1	Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts		
Year 1 & 2	Autumn	Spring	Summer
	The great food journey	London's burning	Just the ticket
	What vegetables would go together in a soup?	Can you create a 3D Stuart house?	How can you make your vehicle move?
Cycle A	 To use cutting skills for chopping vegetables. To taste different vegetables to work out which will go best together. 	 Research the Stuart era and the houses that were built then. Explore different techniques to make your model stronger, stiffer and more stable. 	 Investigate movement. Testing out different rolling methods. Selecting a final design for a moving vehicle and finishing the product to a working standard.
	Autumn	Spring	Summer
	Little explorers	Dungeons and dragons	Adventure on the high sea
Cycle B	Can you design and create your own planter?	How will you make your drawbridge open and close??	Can you design and make a purposeful and functional boat?
	 To explore techniques of joining materials together. To use tools for a purpose. 	Use a simple winch mechanism.Design the front of your castle.	 Explore materials and their properties eg waterproof. To build a structure that will float on water.
Ongoing	In all units: Designing, making, evaluation	, acquiring and applying technical knowled	lge.



KS2	Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts.		
Year 3 & 4	Autumn Prehistoric Park	Spring Under the surface	Summer Life beneath the sand
Cycle A	 Can you use a basic over stitch effectively? To join materials using a simple over stitch. To design a stone age satchel. 	 Can you make a moving chariot? Use wheels and axles to make your chariot move. Research and design a Roman chariot. 	 How did the Egyptians make bread? Research bread recipes and cooking methods that the Egyptians used. Use appropriate methods of combining ingredients. Follow a simple recipe.
	Autumn	Spring	Summer
	Prehistoric Park	Under the surface	Life beneath the sand
	What foods were available in the Stone	Can you create a volcano with a	Can you create a working Shaduf?
Cycle B	Age?	pneumatic system?	
Cycle B			 Research a Shaduf and what they were used for. Sketch a labelled diagram of their Shaduf. Test a range of levers for their Shaduf.



KS2	Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts.		
Year 5 & 6	Autumn Out of this world	Spring After the heartbreak	Summer Magic, monsters and mayhem
Cycle A	 Can you design a moon a battery powered moon buggy? Making a working model incorporating electrical components. Making a product move using electrical components. 	 How did the Victorians influence the textile industry? To understand the process of weaving. To create a functioning weaving frame. 	 What nutritional value do certain foods have? Research recipes used by the Vikings. Use a variety of cooking skills effectively. To combine ingredients to achieve a planned effect.
Year 5 & 6	Autumn Olympic challenge	Spring Friend of foe	Summer Peace, poppies, and warfare
Cycle B	 Can you use a CAM mechanism to create movement? Research different CAM's and their functions. To design your own Greek soldier 	 How can an electrical component be incorporated into a design and technology project? To research the use of electrical component in a LED lamp. To design your own LED lamp. To use a variety of tools competently. 	 Can you use a micro-bit to programme a sound into a structure? Research WW2 air-raid shelters. Programme a micro-bit with a chosen algorithm.
Ongoing	In all units: Designing making evaluation	n, acquiring and applying technical knowle	dae