



Year	Autumn		Spring		Summer	
R	Throughout the year the children explore Design and Tech through making models using a range of recyclable materials, card and fabrics as part of their make and do curriculum. They will plan before making and cut, stick and join. Children have an introduction to woodwork including using hammers, saws and screwdrivers.					
1					<p>Chop, Slice and Mash! Children will learn about sources of food and the preparatory skills of peeling, tearing, slicing, chopping, mashing and grating. Children will use knowledge and techniques to design and make a supermarket sandwich according to specific design criteria.</p> <p>Skills: carry out a practical task safely, select tools, create a simple design, evaluate their own and other's work, measure and weigh food items, select ingredients, describe importance of materials/items, sort foods into groups based on their origins, know if foods are plant or animal based describe importance of products.</p>	
2	<p>Remarkable Recipes Children will learn about</p>			<p>Making it Move!</p>		<p>Beach Huts</p>



	<p>sources of food and tools used for food preparation. Children will discover why some foods are cooked and learn to read a simple recipe.</p> <p>Children choose and make a new school meal that fulfils specific design criteria.</p> <p>Skills: Work safely and hygienically, generate and communicate ideas using a range of methods, Identify the origin of some common foods, prepare ingredients using different methods, apply knowledge of healthy varied diets to create a simple healthy meal, explain importance of designer/inventor</p>			<p>Children learn about cam mechanisms. They experiment with different shaped cams before designing, making and evaluating a child's automaton toy.</p> <p>Skills: explain how products benefit users, explore and use mechanisms in models,</p>		<p>This project teaches children about making and strengthening structures, including different ways of joining materials.</p> <p>Skills: Generate and communicate their ideas through a range of different methods; explore how to improve structure stability, select and explain tool choice, evaluate and suggest improvements, chose components and materials and manipulate them,</p>
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3	<p>Cook well, eat well. Children learn 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. Skills: prepare and cook a simple dish, identify main food groups, identify and name food from different places, use appliances with supervision, develop design criteria to inform a design, suggest improvements and know how to implement, acknowledge suggestions for improvement, describe key design events that have shaped the world</p>			<p>Making it Move! Children learn about cam mechanisms. They experiment with different shaped cams before designing, making and evaluating a child's automaton toy. Skills: explain how products benefit users, explore and use mechanisms in models, develop a design criteria to inform a design, use tools to cut and join, suggest improvements and know how to implement, acknowledge suggestions for improvement, plan and explain material choice.</p>		<p>Greenhouse Children learn about the purpose, structure and design features of greenhouses, and compares the work of 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. Skills: explain how products benefit users, use appliances with supervision, develop design criteria to inform a design, create frames with diagonal struts later for support, use tools to cut and join, suggest improvements and know how to implement, acknowledge suggestions for improvement, plan and explain material choice, explain similarities and differences between designers.</p>
4		<p>Fresh Food, Good Food. Children learn about food decay and preservation.</p>		<p>Functional and fancy fabrics.</p>	<p>Tomb Builders Children learn about simple machines, including wheels,</p>	



		<p>They discover key inventions in food preservation and packaging, then make examples. The children prepare, package and evaluate a healthy snack.</p> <p>Skills: Explain how and why a significant designer or inventor shaped the world, use chemical products under supervision, annotate sketches to communicate ideas, create shells/frames and be able to strengthen, identify what has worked well and improve designs, choose materials by understanding characteristics, identify and use cooking techniques, design and explain a healthy snack, identify and name foods produced in different places.</p>		<p>Children learn 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.</p> <p>Skills: investigate/identify design features of familiar products, annotate sketches to communicate ideas, select, name and use tools when supervised, identify what has worked well and improve designs, hand sew using running stitch, choose materials by understanding characteristics, print decorative patterns on fabric, compare two products in a table, explain how and why a significant designer or inventor shaped the world.</p>	<p>axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.</p> <p>Skills: investigate/identify design features of familiar products, use and explore mechanisms, annotate sketches to communicate ideas, select, name and use tools when supervised, identify what has worked well and improve designs,</p>	
5		<p>Moving Mechanisms Children learn about pneumatic systems. They experiment with pneumatics before designing, making and evaluating a pneumatic</p>	<p>Eat the seasons Children learn about the meaning and benefits of seasonal eating, including food preparation and cooking techniques.</p> <p>Use an increasing range of preparation and cooking</p>			



		<p>machine that performs a useful function.</p> <p>Skills: Explain how product designs are influenced by culture or society, explain functionality and purpose of safety features of products, use mechanical systems in their products, such as pneumatics, build a framework using a range of materials to support mechanisms, name/select increasingly appropriate tools for a task and use safely, test and evaluate products against design specification, make adaptations as they develop the product, select and combine materials with precision, survey users in a range of focus groups and compare results.</p>	<p>techniques to cook a sweet or savoury dish, evaluate meals and consider their contribution in a healthy diet, describe what seasonality means and explain some of the reasons why it is beneficial.</p>			
6		<p>Food for life</p> <p>Children learn 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.</p>				



		<p>Skills: Analyse how an invention or product has significantly changed or improved people's lives, select appropriate tools and use safely and precisely, demonstrate modifications made to a product as a result of ongoing evaluation by themselves and to others,</p> <p>Follow a recipe that requires a variety of techniques and source the necessary ingredients independently, plan a healthy daily diet, justifying why each meal contributes towards a balanced diet, explain how organic produce is grown,</p> <p>Create a detailed comparative report about two or more products or inventions.</p>				
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