



Cycle A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2			<u>Mechanisms</u> Wheels and axles		<u>Food – The Eatwell Plate</u> -Where food comes from	<u>Structures</u>
Key Learning			<ul style="list-style-type: none"> *Explore and discuss different axles and wheels using construction kits and small toys * Try out different axle fixings and discuss strengths/weaknesses. * Design purposeful and functional products based on a design criteria, adding drawings to explain. * Select and name materials/tools they will need. *Describe what went well and which aspects of their product they are pleased with. 		<ul style="list-style-type: none"> *Understand the need for a variety of foods in a diet *Sort and classify foods according to the sections of the Eatwell Plate *Design a fruit salad for a given criterion *Cut, peel, chop a range of ingredients * Work safely and hygienically * Say what they like and do not like about the product they have made 	<ul style="list-style-type: none"> *Recognise how to make structures stronger. *Join appropriately different materials. *Test different methods to ensure the structures are stable. *Draw a labelled picture of their product help to describe their idea *Build a strong and stable piece of playground equipment

Year 3/4		<u>Textiles</u>- Seams, stiffening and strengthening, materials and fastenings	<u>ICT and electrical systems</u>-control and electrical components (motors/buzzers)			<u>Food</u> - Simple savoury foods and cooking techniques
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Key Learning		<p>*What stitches did you use for each section?</p> <p>*Why did you use that stitch or fastening?</p> <p>*Does your product meet the design specifications?</p> <p>*How should you securely join two pieces of fabric together?</p>	<p>*What do motors, buzzers and lights do?</p> <p>*How can you make a motor/ buzzer work using electricity?</p> <p>*What is good about your product and what would you improve on? *What is computer aided design?</p>			<p>*What tools do you need to complete your meal?</p> <p>* Use appropriate tools to peel, chop, slice, grate and mix ingredients.</p> <p>*Can we follow instructions/recipes?</p> <p>*Why did you choose to make this meal?</p>
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Year 5/6			<u>Electrical Systems and Structures</u>		<u>Textiles</u> Make do and mend	<u>Cooking</u>: healthy eating
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<p>Key Learning</p>			<p><i>*Make a structure that includes an electrical systems and computer system</i></p> <p><i>*understand and use series circuits incorporating: switches, bulbs, buzzers and motors]</i></p> <p><i>*Cut strip wood, dowel, square section wood accurately to 1mm.</i></p> <p><i>Join materials using appropriate methods to</i></p> <p><i>Build frameworks to support</i></p>		<p><i>*Join fabrics using over sewing, back stitch or blanket stitch.</i></p> <p><i>*Pin and tack pieces together.</i></p> <p><i>*Decorate textiles appropriately.</i></p> <p><i>*Use appropriate finishing techniques.</i></p> <p><i>*Understand how fabrics can be strengthened, stiffened and reinforced where appropriate.</i></p>	<p><i>*Devise a step by step plan which can be read/ followed by someone else.</i></p> <p><i>*Select and prepare food showing awareness of a healthy diet</i></p> <p><i>*Prepare food products taking into account the properties of ingredients.</i></p> <p><i>*Understand about seasonality in relation to food products and the source of different food products.</i></p>
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Cycle B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2		<p><u>Mechanisms</u></p> <p>Design a moving picture using simple levers</p>		<p><u>Textiles</u></p> <p>Design and make finger/hand puppet</p>	<p><u>Food Technology</u></p> <p>Following a recipe</p>	

<p>Key Learning</p>		<ul style="list-style-type: none"> *Explore the use of levers and sliders in books *Create how to make moving pictures using levers and sliders *Design a moving picture to match a given criterion * Evaluate their ideas throughout and at the end. *Record any changes made during the process 		<ul style="list-style-type: none"> *Explore a range of hand and finger puppets. *Explore and test different ways of joining textiles, recognising which is the most appropriate method and why *Experiment with different decorating techniques * Use pictures and words to convey what finger puppet they want to design / make. *Use a template to cut out their finger puppet pieces * Join fabrics by using running stitch. *Decorate fabrics with attached items 	<ul style="list-style-type: none"> <i>*Grate, chop and peel a range of ingredients safely.</i> <i>*Measure and weigh food items.</i> <i>*Work safely and Hygienically</i> <i>* Discuss how their finished product meets the given criteria</i> 	
<p>Year 3/4</p>			<p><u>Food</u> Product for a purpose Eatwell plate</p>		<p><u>Structures</u> Making structures for support</p>	<p><u>Mechanical</u> <u>Systems-</u> Levers and Linkages</p>
<p>Key learning</p>			<ul style="list-style-type: none"> *How is your meal healthy? *Which vegetables and fruits are seasonal? *Can you sort out you meal into the food groups? 		<ul style="list-style-type: none"> *Can you use cross sectional diagrams? *How can you make a frame structure more stable? * Measure and mark square section, strip and dowel accurately to 1cm - Use tools accurately. 	<ul style="list-style-type: none"> *Use mechanical systems such as gears, pulleys, levers and linkages. *Use lolly sticks/card to make levers. *Use linkages to make movement larger or more varied.

Year 5/6	<u>Mechanical systems</u> cams, pulleys and gears	<u>Cooking linked to other cultures</u>		<u>Structures</u> Making shelters (reinforcing/strengthening)		
Key Learning	<p><i>*Understand how gears, cams and pulleys can be used to speed up, slow down or change the direction of movement.</i></p> <p><i>*Select from a range of materials/tools.</i></p> <p><i>* Develop understanding of technical vocabulary and can explain to others.</i></p>	<p><i>*Know how to use utensils and equipment including heat sources to prepare and cook food.</i></p> <p><i>*Know where and how ingredients are grown and processed</i></p> <p><i>*Weigh and measure using scales.</i></p> <p><i>*Use a range of cooking techniques.</i></p> <p><i>*Work safely and hygienically.</i></p>		<p><i>*Create 3D products- use pattern layout</i></p> <p><i>*Stiffen and reinforce complex structures.</i></p> <p><i>*Join materials using appropriate methods.</i></p> <p><i>*Understand how to strengthen, stiffen and reinforce 3-D frameworks.</i></p> <p><i>*correct terminology for tools/,materials and different processes.</i></p>		