



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery Development Matters	Explore different materials freely to d Develop their own ideas and then dec Join different materials and explore di	ide which materials to use to		ake.		
Reception	Safely use and explore a variety of ma Share their creations, explaining the p Make use of props and materials whe	rocess they have used.		design, texture, form and fur	nction.	
Year One	Design and make – Moving Pictures, vehicle link. -design purposeful, functional, appealing products for themselves and other users based on design criteria -select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example,	Design and make – Clothing -design purposeful, functional, appealing products for themselves and other users based on design criteria -select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing		Cooking and nutrition - use the basic principles of a healthy and varied diet to prepare dishes - understand where food comes from.		Junk Modelling -design purposeful, functional, appealing products for themselves and other users based on design criteria -select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing explore and evaluate a range of existing products evaluate their ideas and products against design criteria





	levers, sliders, wheels and axles], in their products.					
Year Two	Design and make fridge magnets DT1/1.1a design purposeful, functional, appealing products for themselves and other users based on design criteria DT1/1.1b generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	Links to Journeys - Wood Work, design and make a toy car. DT1/1.1a design purposeful, functional, appealing products for themselves and other users based on design criteria DT1/1.1b generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	Sewing - Hand puppets DT1/1.1a design purposeful, functional, appealing products for themselves and other users based on design criteria DT1/1.1b generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology explore and evaluate a range of existing products evaluate their ideas and products against design criteria	Creating meals — exploring changes within mixing foods. DT1/1.1a design purposeful, functional, appealing products for themselves and other users based on design criteria DT1/1.1b generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from		
Year Three	Cooking and nutrition - understand and apply the principles of a healthy and varied diet prepare and cook a 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.		Textiles- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately select from and use a wider range of materials and components,		Design and make DT1/1.1a design purposeful, functional, appealing products for themselves and other users based on design criteria DT1/1.1b generate, develop, model and communicate their ideas through talking, drawing,	





			including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.		templates, mock-ups and, where appropriate, information and communication technology	
Year Four		Design and make — Puppets -generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design -evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.		Cooking and nutrition -understand and apply the principles of a healthy and varied diet.	Structures – musical instruments – understand and use mechanical systems in their products	
Year Five	Structures - Bridges NC: apply their understanding of how to strengthen, stiffen and reinforce more complex structures NC: understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]		Cooking - Bread making. NC: prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques		Textiles - Cross Stitch NC: generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design NC: select from and use a wider range of materials and components, including construction materials, textiles and	





Year Six Migratio	Evolution and Inheritance:	Enterprise and activism: understand and apply the principles of a healthy and varied diet prepare and cook a variety of predominantly	Utopia vs Dystopia:	Fate vs Free will:	Crossing borders: select from and use a wider range of tools and equipment to perform practical tasks [for
		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.			example, cutting, shaping, 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 and aesthetic qualities apply their understanding of how to strengthen, stiffen and reinforce more complex structures