





	Aut	umn 1		Autumr	1 2	Spring 1	Spring 2	Sur	nmer 1	Summer 2
Reception	Me and My Community on		,		Starry Night Driver: Understanding the World	Dangerous Dinosaurs Driver: Understanding the World	Sunshine and Sunflowers Driver: Understanding the World		Big Wide World Driver: Understanding the World	
	Frame It	Emergency Vehicles	Make a mask	Building Bridges	Royal Workshop	Make a Cuddle Pet		Crop Protectors	Sun Hats	Animal Masks
Skills	Cut, tear, fold and stick a range of papers and fabrics.	Explore, build and play with a range of resources and construction kits with wheels and axles.	Cut, tear, fold and stick a range of papers and fabrics.	Construct simple structures and models using a range of materials	Create collaboratively, share ideas and use a variety of resources to make products inspired by existing products, stories or their own ideas, interests or experiences.	Select appropriate materials when constructing and making.		Explore significant products	Create collaboratively, share ideas and use a variety of resources to make products inspired by existing products, stories or their own ideas, interests or experiences.	Construct simple structures and models using a range of materials
Final Product	Make a picture frame	Build a vehicle	Make a fairy- tale mask	Make a bridge	Make swords, shields and jewellery	Make a sock puppet		Make a CD mobile	Make a sun hat	Create an animal mask
Mini Project	ct Exploring Autumn		S	parkle and	Shine	Winter Wonderland	Puddles and Rainbows	Shadows a	nd Reflections	Splash

Commented [Grace San1]:





	Autumn Playdough	Bright Lights		Rainmakers		Floating and Sinking
Skills	Manipulate malleable materials into a variety of shapes and forms using their hands and other simple tools.	Cut, tear, fold and stick a range of papers and fabrics.		Create collaboratively, share ideas and use a variety of resources to make products inspired by existing products, stories or their own ideas, interests or experiences.		Create collaboratively, share ideas and use a variety of resources to make products inspired by existing products, stories or their own ideas, interests or experiences.
Year 1		Autumn Term Childhood		Ferm s, Big City	Summer Ter School Day	
Project	Sh	Shade and Shelter		ses	Street	View
Knowledge	This project teaches children about the purpose of shelters and their materials. They name and describe shelters and design and make shelter prototypes. Children then design and build a play den as a group and evaluate their completed product.		This project teacher wheels, axles and c they work together t move	chassis and how to make a vehicle	This project teaches children about source food and the preparatory skills of peeli tearing, slicing, chopping, mashing and gr They use this knowledge and technique design and make a supermarket sandw according to specific design criteria.	
	Col	ripietea product.			according to specific de	





Final Product	 Describe the similarities and differences between two products. Name and explore a range of everyday products and describe how they are used. Identify strengths and weaknesses of their own and others work. Follow the rules to keep safe during a practical task. Play Den	 Describe the similarities and differences between two products. Name and explore a range of everyday products and describe how they are used. Follow the rules to keep safe during a practical task. Moving Bus	 Measure and we non-standard in spoons and cup. Select healthy in vegetable salace. Follow the rule practical task. 	reigh food items using neasures, such as os. ngredients for a fruit or
Year 2	Movers and Shakers	Coastline	Magnificer	nt Monarchs
Project	Remarkable Recipes	Beach huts	Push and Pull	Cut, Stitch and Join
Knowledge				





_		••	٠	
S	v	ы	ı	c
J	n	•		3

- Select the appropriate tool for a task and explain their choice. View progression
- Prepare ingredients by peeling, grating, chopping and slicing.
- Identify the origin of some common foods.
- A healthy diet should include meat or fish, starchy foods, some dairy foods, a small amount of fat and plenty of fruit and vegetables.
- Work safely and hygienically in construction and cooking activities.

- Generate and communicate their ideas through a range of different methods.
- Select the appropriate tool for a task and explain their choice.
- Explore how a structure can be made stronger, stiffer and more stable.
- Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect.
- Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.
- Explain how an everyday product could be improved.
- Explain how closely their finished product meets their design criteria.

- Generate and communicate their ideas through a range of different methods.
- Select the appropriate tool for a task and explain their choice.
- Use different methods of joining fabrics, including glue and running stitch.
- Properties of components and materials determine how they can and cannot be used.
- Explain why a designer/ inventor is important.
- Understand embellishment is a decorative detail or feature





				added to something to make it more attractive. Identify home products made from fabric. Explain how closely their finished product meets their design criteria.
Final Product	New School Meal	Beach Hut	Greeting card with a moving part	Bag Tag
Year 3	Through the Ages	Rocks, Relics and Rumbles	Emperors a	nd Empires
Project	Cook Well, Eatwell	Making it Move	Green	house
Knowledge	This project teaches children about food groups and the Eat well 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	This project teaches children about cam mechanisms. They experiment with different shaped cams before designing, making and evaluating a child's automaton toy.	This project teaches children about to purpose, structure and design featur of greenhouses, and compares the work of two significant greenhoused designers. They learn techniques to strengthen structures and use tools safely. They use their learning to design and construct a mini greenhouse.	
Skills	 Use appliances safely with adult supervision. 	 Understand and use 	 Generate, deve 	lop, model and







	 Generate, develop, model and communicate ideas through discussion. Preparation techniques for savoury dishes include peeling, chopping, deseeding, slicing, dicing, grating, mixing and skinning. Evaluate their ideas and products against their design criteria. Understand how key events and individuals have shaped the world. Understand seasonality and know how and where a variety of ingredients are grown, reared, caught and processed. 	products (for example, gears, pulleys, cams, levers and linkages). Generate, develop, model and communicate ideas through discussion. Select and use a wide range of tools and equipment to perform practical tasks, for example: cutting, joining, shaping and finishing. Use a range of materials for purpose. Investigate and analyse a range of existing products. Evaluate their ideas and products against their design criteria.	 Select and use a wide range of tools and equipment to perform practical tasks, for example: cutting, joining, shaping and finishing. Use a range of materials for purpose. Investigate and analyse a range of existing products. Evaluate their ideas and products against their design criteria. Understand how key events and individuals have shaped the world. Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
Final Product	Taco Filling	A child's automaton toy	A Mini Greenhouse
Year 4	Invasion	Misty mountain, Winding River	Ancient Civilisations
Project	Fresh food good food	Functional and Fancy Fabrics	Tomb Builders
Knowledge	This project teaches children about food decay and preservation. They discover key inventions in food preservation and packaging, then make examples. The children prepare, package and evaluate a healthy snack.	This project teaches children 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	This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.







Skills Final product Year 5	joining, shaping and finishing. Use a range of materials for purpose. Investigate and analyse a range of existing products. Evaluate their ideas and products against their design criteria. Understand how key events and individuals have shaped the world. Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Understand seasonality and know how and where a variety of ingredients are grown, reared, caught and processed. Preparation and cook predominantly savoury dishes using a range of cooking techniques. Healthy packaged snack Dynamic Dynasties	of tools and equipment to perform practical tasks, for example: cutting, joining, shaping and finishing. • Select from and use materials and components - textiles. • Investigate and analyse a range of existing products. • Evaluate their ideas and products against their design criteria. Fabric samples Sew, Grow and Farm	in models or products. Select from and use materials and components – constructions materials. Evaluate their ideas and products against their design criteria. Machine proto-type Ground-breaking Greeks
Project	Moving mechanisms	Eat the Seasons	Architecture
Knowledge	This project teaches children about pneumatic systems. They experiment with pneumatics before designing, making and evaluating a pneumatic machine that performs a useful function.	This project teaches children about the meaning and benefits of seasonal eating, including food preparation and cooking techniques.	This project teaches children about how architectural style and technology has developed over time and then use this knowledge to design a building with specific features.





Skills	 Use mechanical systems in their products, such as pneumatics. Test and evaluate products against a detailed design specification and make adaptations as they develop the product. Select and use a wide range of tools and equipment to perform practical tasks, for example: cutting, joining, shaping and finishing. Use a range of materials for purpose. Evaluate their ideas and products against their design criteria. Understand how key events and individuals have shaped the world. Apply their understanding on how to strengthen, stiffen and reinforce more complex structures. Critique, evaluate and test their ideas and products and the work of others. 	 Understand and apply the principles of a healthy varied diet. Use an increasing range of preparation and cooking techniques to cook predominantly savoury dishes - dicing, peeling, grating. Understand seasonality and know how and where a variety of ingredients are grown, reared, caught and processed. 	 Generate, develop, model and communicate ideas through discussion. Select and use a wide range of tools and equipment to perform practical tasks, for example: cutting, joining, shaping and finishing. Use a range of materials for purpose. Evaluate their ideas and products against their design criteria. Apply their understanding on how to strengthen, stiffen and reinforce more complex structures. Build a framework using a range of materials to support mechanisms. Support, stiffness and stability can be created by using triangular shapes to create strong frameworks, columns to support roofs and overlapping brickwork patterns.
Final product	Pneumatic prototype	Soup	Greek building
Year 6	Maafa	Frozen Kingdoms	Britain at War
Project	Food for Life	Engineers	Make Do and Mend
Knowledge	This project teaches children about significant black artists and their work, and provides opportunities to analyse and create artwork inspired by them.	This project teaches children about remarkable engineers and significant bridges, learning to identify features, such as beams, arches and trusses. They complete a bridge-building engineering challenge to create a bridge prototype.	This project teaches children a range of simple sewing stitches, including ways of recycling and repurposing old clothes and materials.

Learning Together Following Jesus

Christian values are the heartbeat of our school. Seeking to be respectful, responsible, and empowering global citizens, we follow the words of St Paul, 'Whatever you do, work at it with all your heart.' In this context, rejoicing in Jesus' love and compassion for all, we pursue excellence as we celebrate everyone's uniqueness in a broad, rich and balanced curriculum.



