

**KS1 DESIGN**

- Design purposeful, functional, appealing products for themselves and other users based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

**KS1 MAKE**

- Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

**KS1 EVALUATE**

- Explore and evaluate a range of existing products
- Evaluate their ideas and products against design criteria

**KS1 TECHNICAL KNOWLEDGE**

- 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

**KS1 DESIGN**

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

**KS1 MAKE**

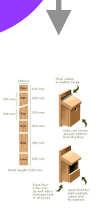
- Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
- Investigate and analyse a range of existing products
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- Understand how key events and individuals in design and technology have helped shape the world

**KS1 EVALUATE**

- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- Understand and use electrical systems in their products [for example, simple circuits incorporating switches, bulbs, buzzers and motors]
- Apply their understanding of computing to program, monitor and control their products

**Y6**

**TEXTILES**  
COMBINING DIFFERENT FABRIC SHAPES  
(including CAD)



**TEXTILES**  
Make a fabric advent calendar or mobile phone carrier.

**STRUCTURES**  
Make a bird box to use in our outdoor area.



**ELECTRICAL SYSTEMS**  
MORE COMPLEX SWITCHES &



**ELECTRICAL SYSTEMS**  
More complex electrical circuits  
Make an alarm for a valuable artefact



**FOOD**  
Make celebratory biscuits

**FOOD**  
CELEBRATING CULTURE & SEASONALITY  
(including cooking and nutrition requirements)



**FOOD**  
Bake bread

**MECHANICAL SYSTEMS**  
Fairground Rides  
Make a moving toy with a cam



**STRUCTURES**  
FRAME STRUCTURES

**FOOD**  
CELEBRATING CULTURE & SEASONALITY  
(including cooking and nutrition requirements)

**MECHANICAL SYSTEMS**  
PULLEYS, GEARS and CAMS

**Y5**

**MECHANISMS**  
Pop up mechanisms in a book  
Moving Monsters



**ELECTRICAL SYSTEMS**  
Construct simple electrical circuits  
Make a night light for a specific person  
Make a buzzer for the school office



**FOOD**  
Follow a recipe

**Y4**

**MECHANICAL SYSTEMS**  
LEVERS & LINKAGES  
PNEUMATICS

**TEXTILES**  
Make a simple purse/pouch to take shopping in Brixton market



**ELECTRICAL SYSTEMS**  
SIMPLE CIRCUITS & SWITCHES  
(including programming and control)



**FOOD**  
Make a sandwich to take in your packed lunch to the Seaside  
Make a wrap or filled pitta pocket

**FOOD**  
HEALTHY & VARIED DIET  
(including cooking and nutrition requirements)

**STRUCTURES**  
Design and make a beach hut  
Make a lunch box to take to the Seaside  
Make sandwich packaging



**TEXTILES**  
2D SHAPE TO 3D PRODUCT

**FOOD**  
HEALTHY & VARIED DIET  
(including cooking and nutrition requirements)

**STRUCTURES**  
SHELL STRUCTURES  
(including CAD)

**Y3**

**MECHANISMS**  
Make a greetings card or moving picture based on the class topic eg. a plane flying in the sky (Up, Up and Away)



**TEXTILES**  
Make a glove or finger pirate puppet



**FOOD**  
Make a super salad  
Eatwell Plate



**Y2**

**MECHANISMS**  
SLIDERS & LEVERS

**FREESTANDING STRUCTURES**  
Make a space rocket that can stand on its own foundation or base.  
Make furniture for a book character eg. a chair for one of the 3 bears.



**FREESTANDING STRUCTURES**

**MECHANISMS**  
Make a vehicle - space buggy, emergency vehicle, push/pull toy, vehicle for a book character.



**MECHANISMS**  
WHEELS AND AXLES

**TEXTILES**  
TEMPLATES & JOINING TECHNIQUES



**FOOD**  
Make fruit kebabs, a fruit salad, fruit smoothie or Caribbean fruit cocktail.

**FOOD**  
PREPARING FRUIT & VEG

**FOOD**  
PREPARING FRUIT & VEG

\*Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function  
\*Share creations  
\*Use a range of small tools, including scissors and paint brushes  
\*Begin to show accuracy when drawing

**Y1**

**USE A VARIETY OF MATERIALS AND TOOLS**

**EYFS**