


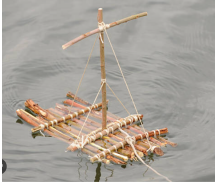







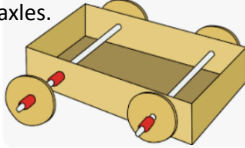






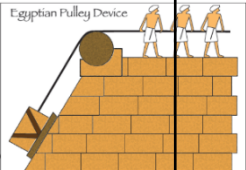


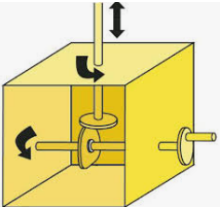
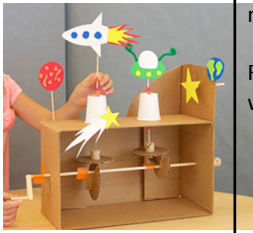







| Autumn<br>2023-24 |    | Vocabulary  | Technical Knowledge  | Research   | Design  | Make  | Evaluate  |
|-------------------|---|---|--|--|---|---|---|
| KS1               | <b>What instrument would Mr Noisy play?</b>   | Drill<br>Screw<br>Glue<br>Cut<br>Nail<br>Safely<br>Strengthen<br>Tools<br>Product<br>Designs<br>User  | Know how to drill, screw, glue and nail materials to make and strengthen products.<br><br>Know how to cut materials safely using tools.  | Research a range of instruments recognising how volume can be changed  | <u>Design</u> a product that has a clear purpose and an intended user.<br><br> | <u>Make</u> a product, refining the design as work progresses.  | Evaluate existing designs, saying what they like and dislike before designing their own.                        |
| KS2               | <b>What is the most effective way to save the islander?</b><br><br> | Aesthetic qualities<br>Functional properties<br>Innovative<br>Durable<br>Construction<br>Materials<br>Components<br>shaping<br>Joining<br>Finishing<br>Accurate | Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding)<br><br>Choose suitable techniques to construct products or to repair items.<br><br>Know how to build models using a range of materials that can be manipulated. | Research a range of rafts built using a variety of materials<br><br> | Design, with the user in mind, a functional product that is fit for purpose i.e build a raft for the "man" in <i>The Island</i>                                   | Make a product that is effective for the purpose intended (i.e a raft that floats)<br><br> | Evaluate their own and their peers' designs against a design criteria and say how the design could be improved. |






| Spring 2023-24 |    | Vocabulary  | Technical Knowledge  | Research  | Design   | Make  | Evaluate  |
|----------------|---|---|--|---|--|---|---|
| KS1            | <b>How can electricity be used to help us?</b>  | Circuit<br>Electricity<br>Faults<br>Batteries<br>Design<br>Wire<br>Component  | Know what a series circuit is.<br><br>Know that the cell or battery provides the power.<br><br>How to find faults in circuits and battery operated devices   | Invent a battery powered product to help people in everyday life<br><br> | Design a functional product based on a design criteria.  | Make a product, selecting and using a range of materials and components.<br><br> | Evaluate their product against a design criteria.   |
| KS2            | <b>How do toys use electricity to entertain children?</b><br><br> | Switches<br>Buzzers<br>Bulbs<br>Motors<br>Circuits<br>Series circuit<br>Parallel circuit<br>Wires<br>System<br>Electricrical<br>Disassemble | The difference between a series and parallel circuit.<br><br>How to use electrical systems in their products [such as switches, bulbs, buzzers and motors]<br><br>How to test if a circuit will work or not. | Research existing products with circuits by disassembling and investigating how they work.  | Design their own product and circuit.<br><br> | Make a product including a circuit.   | Refine work and techniques as work progresses, continually evaluating the product design. |


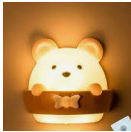
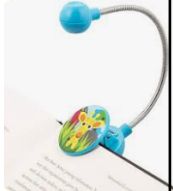


| Summer<br>2023-24 |  | Vocabulary  | Technical Knowledge   | Research  | Design  | Make   | Evaluate   |
|-------------------|---|---|---|---|---|--|--|
| KS1               | <b>How can we improve the speed of a vehicle?</b>                                 | Levers<br>Sliders<br>Wheels<br>Axles<br>Mechanisms<br>Design criteria<br>Product  | How to create products using mechanisms, such as levers, sliders, wheels, axles.<br>  | Research a range of wheeled vehicles<br><br>Identify which what makes a vehicle fast and reliable   | Design a product that has a clear purpose and an intended user.   | Make a product, refining the design as work progresses.<br><br>                               | Evaluate their product against a design criteria.  |
| KS2               | <b>What is a traditional British meal?</b>  | Sustainable<br>Microorganisms<br>Ratios<br>Scale<br>Processed<br>Savoury<br>Aesthetic<br>Environmental<br>Accurate<br>Calculate<br>Ingredients<br>Recipe<br>Variety | Children know what sustainability means in relation to food.<br>Children Understand the importance of correct storage and handling of ingredients<br>Children measure accurately and calculate ratios of ingredients to scale up or down from a recipe. | Children use their geographical knowledge to investigate how a variety of ingredients are grown, reared, caught and processed.<br><br>Children research meals from a range of cultures in Britain | <u>Design</u> a savoury dish with consideration of sustainable ingredients.<br><br>Design a dish that reflects British traditions | <u>Make</u> and refine a recipe for a sustainable, savoury, traditional British dish.<br><br> | <u>Evaluate</u> the savoury dish so as to suggest improvements to taste and aesthetic qualities. |


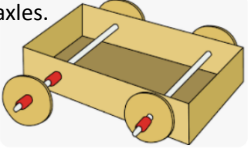


| Autumn 2024-25 |   | Vocabulary  | Technical Knowledge   | Research  | Design   | Make  | Evaluate   |
|----------------|--|---|---|---|--|---|--|
| KS1            | <p><b>How can we build a durable castle?</b></p>  | Durable<br>Materials<br>Safety/ly<br>Tools<br>Measure<br>Mark<br>Fold<br>Tear<br>Cut<br>Curl  | <p>Know how to cut materials safely using tools.</p> <p>Know how to measure and mark out to the nearest centimetre.</p> <p>Know how to use a range of cutting, folding and joining techniques</p>   | <p>Establish the necessary features of a castle</p> <p>Research different models of castles</p> <p>Discuss and agree the qualities a castle needs to be durable</p> | <p>Design a castle that can withstand water, vibrations and wind</p>   | <p>Make a product, refining the design as work progresses.</p>                     | <p>Evaluate their design against a success criteria.</p>       |
| KS2            | <p><b>How can we use mechanics to simplify manual labour?</b></p>  | Convert<br>Rotary motion<br>Linear motion<br>Cams<br>Transference of forces<br>Mechanisms<br>Levers<br>Winding mechanisms<br>Pulleys<br>Gears | <p>Know how to convert rotary motion to linear using cams.</p> <p>Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).</p> <p>How to use a wider range of tools and equipment to perform practical tasks [for example: cutting, shaping, joining and finishing] accurately.</p> | <p>Compare a range of simple mechanical systems used throughout history</p>    | <p>Design with the user in mind, a functional product that is fit for purpose (a device to simplify manual labour)</p> <p>Create a set of design criteria for a mechanical implement</p> | <p>Make a product through stages of prototypes, making continual refinements</p>  | <p>Evaluate their product against the set design criteria.</p> |







| Spring 2024-25 |    | Vocabulary   | Technical Knowledge   | Research  | Design  | Make   | Evaluate   |
|----------------|---|--|---|---|---|--|--|
| KS1            | <b>What does a healthy meal look like to you?</b>   | Cut<br>Peel<br>Grate<br>Ingredients<br>Safely<br>Hygienic<br>Healthy<br>Varied diet<br>Measure<br>Weigh<br>Electronic scales                         | Know how to cut, peel or grate ingredients safely and hygienically.<br><br>Know the basic principles of a healthy and varied diet to prepare dishes.<br><br>Know how to measure or weigh using measuring cups or electronic scales. | Identify a range of meals enjoyed by children<br><br>Discuss the healthy food groups<br><br>Sort meals/ ingredients into healthy and unhealthy groups | Design and plan a healthy meal<br><br>           | Make a meal by assembling or cooking ingredients.  | Evaluate their meal against a design criteria.                             |
| KS2            | <b>What uses do cams and cranks have?</b><br> | Aesthetic qualities<br>Functional properties<br>Innovative<br>Durable<br>Cams<br>Cranks<br>Moving element<br>Construction<br>Materials<br>Components | How to strengthen materials using suitable techniques.<br><br>How to use a wider range of materials and components, including construction materials according to their functional properties and aesthetic qualities.              | Research existing cam and crank products and toys.  | Design a product with a moving element.<br><br> | Make a product using innovative designs that use cams and cranks to create movement.<br><br>Refine the design as work progresses | Evaluate the design of the product in relation to movement and durability. |





| Summer 2024-25 |   | Vocabulary   | Technical Knowledge   | Research  | Design  | Make  | Evaluate   |
|----------------|--|--|---|---|---|---|--|
| KS1            | <b>What clothes would be fit for a Queen?</b>  | Thread<br>Needle<br>Decorate<br>Textiles<br>Templates<br>Stitch<br>Running stitch<br>Technique<br>Purpose<br>Join                                  | Children know: how to shape textiles using templates.<br>How to thread a needle.<br>How to join textiles using running stitch.<br>How to colour and decorate textiles using a number of techniques.   | Research clothing items discussing designs and simple construction<br>(The Queen's Knickers)<br>                             | <u>Design</u> clothing for a purpose and specific user.                             | <u>Make</u> a product, refining the design as work progresses.  | <u>Evaluate</u> their product against, a given design criteria.        |
| KS2            | <b>Does where you live affect the foods you eat?</b><br> | Seasonality<br>Ingredients<br>Processed<br>Hygienic<br>Utensils<br>Recipes<br>Reared<br>Gram<br>Accurate<br>Assemble<br>Temperature<br>Oven<br>Hob | Know how to prepare ingredients hygienically using appropriate utensils.<br><br>Know how to measure ingredients to the nearest gram accurately.<br><br>Know how to assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking). | Research where and how a variety of ingredients are grown, reared, caught and processed and understand seasonality<br><br> | Design a recipe using seasonal ingredients related to a specific country or region. | Make a recipe using seasonal ingredients.<br><br> | Identify and evaluate existing seasonal recipes from around the world. |




| Autumn<br>2025-26 |   | Vocabulary  | Technical Knowledge   | Research   | Design  | Make   | Evaluate  |
|-------------------|--|---|---|--|---|--|---|
| KS1               | <b>What instrument would Mr Noisy play?</b>  | Drill<br>Screw<br>Glue<br>Cut<br>Nail<br>Safely<br>Strengthen<br>Tools<br>Product<br>Designs<br>User                                    | Know how to drill, screw, glue and nail materials to make and strengthen products.<br><br>Know how to cut materials safely using tools.   | Research a range of instruments recognising how volume can be changed  | <u>Design</u> a product that has a clear purpose and an intended user.<br><br> | <u>Make</u> a product, refining the design as work progresses.   | Evaluate existing designs, saying what they like and dislike before designing their own.  |
| KS2               | <b>How can we use different stitches to create a map of Dunwich ?</b><br><br> | <i>Join</i><br>Textiles<br><i>Stitching</i><br><i>Running stitch</i><br>Seam<br>Seam allowance.<br><i>Techniques</i><br><i>Decorate</i> | Know how to join textiles with appropriate stitching including a running stitch.<br><br>Know why it's important to leave a seam allowance.<br><br>How to select the most appropriate techniques to decorate textiles. | Research examples of embroidery stitches and maps<br><br>Research methods of joining material to create a seam (including use of machines) | Develop design criteria to inform the design of a functional, appealing product aimed at a particular individual or group.  | Make a product by carefully selecting materials.<br><br>i.e. small embroidered panel on a cushion<br><br> | Evaluate their own and their peers' designs against a design criteria.<br><br> |

| Spring 2025-26 |  | Vocabulary  | Technical Knowledge  | Research  | Design   | Make  | Evaluate  |
|----------------|---|---|--|---|--|---|---|
| KS1            | <b>How can electricity be used to help us?</b>                                    | Circuit<br>Electricity<br>Faults<br>Batteries<br>Design<br>Wire<br>Component  | Know what a series circuit is.<br><br>Know that the cell or battery provides the power.<br><br>How to find faults in circuits and battery operated devices | Invent a battery powered product to help people in everyday life<br><br>                   | Design a functional product based on a design criteria.  | Make a product, selecting and using a range of materials and components.<br><br> | Evaluate their product against a design criteria.   |
| KS2            | <b>Why are torches all different shapes and sizes?</b>                            | Series circuit<br>Parallel circuit<br>Symbols<br>Circuits<br>Components<br>Exploded diagram<br>Prototypes<br>Continual refinements<br>Electronic kits | Know how series and parallel circuits work.<br><br>Draw circuits in designs using the correct symbols.<br><br>Know to draw an exploded diagram.            | Research a variety of torches and understand why they are constructed differently<br><br> | Design with the user in mind, a functional product that is fit for purpose<br>I.e. a reading light that is compact or a general torch that is bright | Make a product through stages of prototypes, making continual refinements.  | Evaluate the design of products, to improve the user experience<br><br> |

| Summer 2025-26 |  | Vocabulary  | Technical Knowledge  | Research   | Design  | Make  | Evaluate  |
|----------------|---|---|--|--|---|---|---|
| KS1            | <b>How can we improve the speed of a vehicle?</b>                                 | Levers<br>Sliders<br>Wheels<br>Axles<br>Mechanisms<br>Design criteria<br>Product  | How to create products using mechanisms, such as levers, sliders, wheels, axles.   | Research a range of wheeled vehicles<br><br>Identify which what makes a vehicle fast and reliable  | Design a product that has a clear purpose and an intended user. | Make a product, refining the design as work progresses.  | Evaluate their product against a design criteria.   |
| KS2            | <b>How does sustainability impact a human diet?</b>                               | Sustainable<br>Microorganisms<br>Ratios<br>Scale<br>Variety<br>Processed<br>Savoury<br>Aesthetic<br>Environmental<br>Accurate<br>Ingredients<br>recipe. | Know where and how a variety of ingredients are grown, reared, caught and processed. Understand the importance of correct storage and handling of ingredients (using knowledge of microorganisms). Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. | Understand what sustainability means in relation to food.  | Design a savoury dish with sustainable ingredients,             | Make and refine a recipe for a sustainable savoury dish.  | Evaluate the savoury dish so as to suggest improvements to taste and aesthetic qualities. |

| Autumn 2026-27 |   | Vocabulary  | Technical Knowledge   | Research  | Design   | Make   | Evaluate  |
|----------------|--|---|---|---|--|--|---|
| KS1            | <p><b>How can we build a durable castle?</b></p>    | <p>Durable<br/>Materials<br/>Safety/ly<br/>Tools<br/>Measure<br/>Mark<br/>Fold<br/>Tear<br/>Cut<br/>Curl</p>  | <p>Know how to cut materials safely using tools.</p> <p>Know how to measure and mark out to the nearest centimetre.</p> <p>Know how to use a range of cutting, folding and joining techniques</p>   | <p>Establish the necessary features of a castle</p> <p>Research different models of castles</p> <p>Discuss and agree the qualities a castle needs to be durable</p> | <p>Design a castle that can withstand water, vibrations and wind</p> | <p>Make a product, refining the design as work progresses.</p>  | <p>Evaluate their design against a success criteria.</p>  |
| KS2            | <p><b>How can we honour the WW2 veterans?</b></p>  | <p>Transfer (of forces)<br/>Forces<br/>Mechanisms<br/>Product<br/>Shape<br/>Join<br/>Finish (eg. the finish of a product)<br/>Function<br/>Appearance</p> | <p>Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product</p> <p>How to use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].</p> <p>How to use a wider range of materials according to their functional properties and aesthetic qualities.</p> | <p>Research, investigate and analyse a range of existing pop up cards.</p>      | <p>Design a product for a purpose and audience.</p>                  | <p>Make a product by carefully selecting materials. Refine work and techniques as work progresses, continually evaluating the product design</p>   | <p>Evaluate their product against the design criteria</p>  |

| Spring 2026-27 |    | Vocabulary   | Technical Knowledge   | Research   | Design  | Make  | Evaluate   |
|----------------|---|--|---|--|---|---|--|
| KS1            | <b>What does a healthy meal look like to you?</b>   | Cut<br>Peel<br>Grate<br>Ingredients<br>Safely<br>Hygienic<br>Healthy<br>Varied diet<br>Measure<br>Weigh<br>Electronic scales | Know how to cut, peel or grate ingredients safely and hygienically.<br><br>Know the basic principles of a healthy and varied diet to prepare dishes.<br><br>Know how to measure or weigh using measuring cups or electronic scales. | Identify a range of meals enjoyed by children<br><br>Discuss the healthy food groups<br><br>Sort meals/ ingredients into healthy and unhealthy groups                              | Design and plan a healthy meal<br><br> | Make a meal by assembling or cooking ingredients. | Evaluate their meal against a design criteria.                         |
| KS2            | <b>Can you design a bridge to withstand a natural disaster?</b><br><br> | Techniques (different)<br>Construct<br>Product<br>Repair<br>Strengthen<br>Materials  | Use suitable techniques to construct products<br>Use suitable techniques to repair items.<br>Know how to strengthen materials using suitable techniques.  | Research a range of bridges<br>Identify the features of bridges that make them strong<br><br> | From research into bridges create a design criteria for your product<br><br>Design and make a prototype using research    | Make a product by carefully selecting materials   | Evaluate their own and their peers' designs against a design criteria. |

| Summer 2026-27 |  | Vocabulary  | Technical Knowledge   | Research  | Design   | Make  | Evaluate   |
|----------------|---|---|---|---|--|---|--|
| KS1            | <b>What clothes would be fit for a king or a queen?</b>                           | Thread<br>Needle<br>Decorate<br>Textiles<br>Templates<br>Stitch<br>Running stitch<br>Technique<br>Purpose<br>Join | Children know: how to shape textiles using templates.<br>How to thread a needle.<br>How to join textiles using running stitch.<br>How to colour and decorate textiles using a number of techniques. | Research clothing items discussing designs and simple construction<br>(The Queen's Knickers)<br> | <u>Design</u> clothing for a purpose and specific user.  | <u>Make</u> a product, refining the design as work progresses.  | <u>Evaluate</u> their product against, a given design criteria.  |
| KS2            | <b>How would you commemorate the life of Boudicca?</b>                            | Join<br>Textiles<br>Stitching<br>Running stitch<br>Seam<br>Seam allowance.<br>Techniques<br>Decorate              | Children can independently thread a needle.<br>Children know how and when to use a range of basic stitches.<br>How to over-stitch to produce a finished cross-stitch.                               | Research contents of cross stitch kits and how instructions are used to support the user<br><br>Research the effectiveness and impact of simple designs                             | Design a Cross stitch kit for a purpose and with a specific audience in mind.<br> | Make a product using all the elements of a Cross Stitch kit<br><br>Demonstrate a range of sewing techniques using a variation of stitches | Evaluate the quality of the design and the instructions giving reasons for success or the need for improvement |