

Unit	Year 3	Unit	Year 4	Unit	Year 5	Unit	Year 6
Unit 1 Structures	<u>Castles</u> In this unit children will:	Unit 1 Cooking and Nutrition	<u>Adapting a recipe</u> In this unit children will:	Unit 1 Electrical Systems	<u>Pop-up books</u> In this unit children will:	Unit 1 Textiles	<u>Stuffed Toys</u> In this unit children will:
Design	Design a castle with key features to appeal to a specific person/purpose Draw and label a castle design using 2D shapes, labelling: -the 3D shapes that will create the features - materials and colours needed	Design	Design a biscuit within a given budget, drawing upon previous taste testing	Design	Design a pop-up book using pop-up structures and mechanisms Create a Design for a pop-up book that is suitable for a year 1 target audience. Write design Criteria including the mechanisms used Design a front and back cover and 4 pages.	Design	Design a stuffed toy considering the main component shapes required and create an appropriate template Consider the proportions of individual components
Make	Construct a range of 3D geometric shapes using nets	Make	Follow a baking recipe Cook safely,	Make	Make a pop-up book using levers and pulleys as well	Make	Create a 3D stuffed toy from a 2D design

	Create special features for individual designs Make facades from a range of recycled materials		following basic hygiene rules Adapt a recipe		as a pop-up structure , referring to the design criteria Map out where the different mechanisms will go.		Measure, mark and cut fabric accurately and independently Create strong and secure blanket stitches when joining fabric Use applique to attach pieces of fabric decoration
Evaluation	Evaluate own work and the work of others based on the aesthetic of the finished product and in comparison to the original design Suggest points for modification of the individual designs	Evaluation	Evaluate a recipe, considering: taste, smell, texture and appearance Describe the impact of the budget on the selection of ingredients Evaluate and compare a range of products Suggest modifications	Evaluation	Evaluate a peer's product against the design criteria and suggest modifications that could be made to improve the function and aesthetics of the Book. Evaluate their own product against the design criteria.	Evaluation	Test and evaluate an end product and give ideas for further improvements

Unit 2 Cooking and Nutrition	<u>Eating seasonally</u> In this unit children will:	Unit 2 Structures	<u>Pavilions</u> In this unit children will:	Unit 2 Textiles	<u>Waistcoats</u> In this unit children will:	Unit 2 Cooking and nutrition	<u>Come dine with me</u> In this unit children will:
Design	Create a healthy and nutritious recipe for a savoury tart using seasonal ingredients, considering the taste, texture, smell and appearance of the dish	Design	Design a stable pavilion structure that is aesthetically pleasing Select materials to create a desired effect Build a frame structures designed to support weight	Design	Design a waistcoat in accordance to specification linked to set of design criteria to fit a specific theme Annotate designs	Design	Write a recipe, explain the key steps, method and ingredients Include facts and drawings from research undertaken
Make	Know how to prepare themselves Know how to prepare a work space to cook safely in Learn the basic rules to avoid food contamination Follow the instructions within a recipe	Make	Create a range of different shaped frame structures Make a variety of free-standing frame structures of different shapes and sizes Select appropriate materials to build a strong structure	Make	Use a template when pinning panels onto fabric Mark and cut fabric accurately, in accordance with a design Sew a strong running stitch, make small, neat stitches and follow the edge	Make	Follow a recipe, including using the correct quantities of each ingredient Adapt a recipe based on research Work to a given timescale

			Reinforce corners to strengthen a structure Create a design in accordance with a plan Learn to create different textural effects with materials		Tie strong knots Decorate a waistcoat - attaching objects using thread and adding a secure fastening		Work safely and hygienically with independence
Evaluation	Establish and use design criteria to help test and review dishes Describe the benefits of seasonal fruits and vegetables and the impact on the environment Suggest points for improvement when making a seasonal tart	Evaluation	Evaluate structures made by the class Describe what characteristics of a design and construction made it the most effective Consider effective and ineffective designs	Evaluation	Evaluate work continually as it is created	Evaluation	Evaluate a recipe, considering: taste, smell, texture and origin of the food group Taste testing and scoring final products Suggest and write up points of improvements in productions

							Evaluate health and safety in production to minimise cross contamination
Unit 3 Textiles	<u>Cushions</u> In this unit children will:	Unit 3 Digital world	<u>Mindful moments timer</u> In this unit children will:	Unit 3 Food and Nutrition	<u>What could be healthier?</u> In this unit children will:	Unit 3 Electrical systems	<u>Steady hand games</u> In this unit children will:
Design	Design and make a template from an existing cushion and apply individual design criteria	Design	Write design criteria for a programmed timer (Micro:bit) Explore different mindfulness strategies Apply the results of my research to further inform my design criteria Develop a prototype case for my mindful moment timer Use and manipulate shapes and clipart, use computer-aided	Design	Adapt a traditional recipe Understand that the nutritional value of a recipe alters if you remove, substitute or add additional ingredients Write an amended method for a recipe to incorporate the relevant changes to ingredients Design appealing packaging to reflect a recipe	Design	Design a steady hand game Identify and name the components required Draw a design from three different perspectives Generate ideas through sketching and discussion Model ideas through prototypes

			design (CAD), to produce a logo Follow a list of design requirements				Understand the purpose of products (toys), including what is meant by 'fit for purpose' and 'form over function'
Make	Follow design criteria to create a cushion Select and cut fabrics with ease using fabric scissors Sew cross stitch to join fabric Decorate fabric using appliqué Complete design ideas with stuffing and sewing the edges	Make	Develop a prototype case for mindful moment timer Create a 3D structure using a net	Make	Cut and prepare vegetables safely Use equipment safely, including knives, hot pans and hobs Know how to avoid cross-contamination Follow a step by step method carefully to make a recipe	Make	Construct a stable base for a game Accurately cut, fold and assemble a net Decorate the base of the game to a high-quality finish Make and test a circuit Incorporate a circuit into a base
Evaluation	Evaluate an end product and think of other ways in which to create similar items	Evaluation	Investigate and analyse a range of timers by identifying and comparing their	Evaluation	Identify the nutritional differences between different products and recipes	Evaluation	Test own and others finished games Identify what went well and

		advantages and disadvantages Evaluate micro:bit program against points on design criteria and amending them to include any changes made Document and evaluate project Understand what a logo is and why they are important in the world of design and business	Identify and describe healthy benefits of food groups	make suggesions for improvement Gather images and information about existing children's toys Analyse a selection of existing children's toys
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