





2025-2026

Year Group	Autumn	Spring	Summer
Year 1/2	<p>Mechanisms How can we make our model move? Design - Sketch and model vehicles with wheels or other mechanisms (sliders) focusing on stability and movement. Make - Select appropriate materials like cardboard, wooden blocks, and straws to construct their vehicles. Evaluate - Test and improve their products eg testing vehicles for speed, distance and manoeuvrability. Technical knowledge - Discover and apply principles of axles and wheels, and explore different propulsion methods.</p>	<p>Cooking What will you bring to the picnic? Design - Design a healthy and appealing snacks or meals considering taste, presentation, and dietary needs. Make - Safely follow recipes and use basic kitchen tools to prepare their chosen foods. Evaluate - Analyse their creations for taste, presentation, and nutritional value, reflecting on healthy choices.</p>	<p>Textiles - Can you create a character for our show? Design- Generate ideas based on stories or animals, considering function and audience. Using simple sketches. Make - Choose and use simple materials like paper, card, fabric, and recycled items to create their products. Evaluate - Analyse their creations against design criteria and refine them based on feedback. Technical knowledge - Explore and use basic joining techniques like glueing, taping and stitching.</p>
Year 3/4	<p>Electrical circuits (Light up lanterns) Understand basic circuits and electrical safety, explore different light sources, and practise safe tool handling.</p>	<p>Construction - structures. Explore different construction types, understand principles of force and tension, and practise accurate measurement and cutting skills</p>	<p>Monitoring and controlling (artificial lighting system - micro bits) Understanding how sequencing and input and output can be used within programming to control aspects.</p>
Year 5/6	<p>Global Grub Challenge Design: Research and design a meal or dish representing a specific country or culture, considering ingredients, flavours, and traditions. Make: Plan and prepare the chosen dish in groups, adhering to hygiene and safety regulations. Evaluate: Analyse their creations for authenticity, taste, and presentation, sharing their research and cultural insights with the class. Technical knowledge: Learn about diverse cuisines and food cultures, explore cooking techniques from different regions, and practice teamwork and kitchen safety.</p>	<p>3D modelling Design Learn about popular 3D modelling software like Tinkercad or Blender, exploring basic shapes, tools, and techniques. Make Using their chosen software, they'll design and model unique 3D creations like characters, toys, props, or even miniature buildings. Evaluate Analyse their models for accuracy, creativity, and adherence to design principles. They'll learn about printing their creations on 3D printers (if available) or exporting them for online platforms. Technical knowledge Develop skills in manipulating shapes, adding details, applying textures, and understanding basic 3D modelling concepts.</p>	<p>Constructing a sustainable home Design Design and model miniature shelters or homes considering sustainability, material reuse, and environmental impact. Using annotated sketches. Make Use recycled materials like cardboard, plastic bottles, and natural elements to construct their sustainable homes. Evaluate Analyse their creations for sustainability, sturdiness, and creativity, discussing the importance of eco-friendly design. Technical knowledge Learn about different construction materials, explore recycling and upcycling concepts, and discuss environmental responsibility.</p>



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Year 1/2	<p>Cooking Design - Design healthy and creative snack recipes considering taste, dietary needs and presentation. Make - Safely follow recipes and use basic kitchen tool to prepare their nutritious snacks. Evaluate - Analyse their creations for taste, visual appeal, and healthiness, reflecting on balanced ingredients and portion control. Technical knowledge. - Learn about healthy eating habits, basic knife skills and kitchen safety.</p>	<p>Mechanisms Design - Sketch and model a sustainable product eg windmills with different blade shapes and sizes, focusing on harnessing wind power. Make - Use paper, cardboard, straws, and recycled materials to construct their windmills. Evaluate - Test their windmills in different wind conditions, analyse their effectiveness, and improve their designs. Technical knowledge - Explore wind energy as a renewable resource, understand basic wind mechanics and practise safe tool handling.</p>	<p>Construction Design - Plan and build towering, stable castles or other structures using playing cards. Using simple sketches. Make - develop strategies for balancing and reinforcing their structures using card connections and adhesive tape. Evaluate - Analyse their creations for height, stability, and creativity, sharing building tips and discussing architectural features. Technical knowledge - Learn about basic structures like arches, towers, and beams, explore different joining techniques, and practise construction methods.</p>
Year 3/4	<p>Mechanisms - moving Aslan Learn how to calculate force and leverage, and practice precision measurements and construction techniques.</p>	<p>Textiles (cultural fabrics and fashion) Learn about different textile types, garment construction methods, and basic sewing techniques.</p>	<p>Cooking - seasonal food Identify where different ingredients (fruits, vegetables, meat, fish, grains) are typically grown, reared, caught, or processed.</p>
Year 5/6	<p>Mechanisms Design Design and model moving contraptions with complex mechanisms like chains, cams, and cranks considering function and creativity. Using exploded diagrams, cross sectional diagrams or detailed diagrams. Make Use wood, cardboard, string, and recycled materials to construct their moving machines. Evaluate Test their contraptions for movement, complexity, and accuracy, making adjustments as needed and sharing design ideas. Technical knowledge Explore different mechanical principles, understand force and movement concepts, and practice advanced joining techniques.</p>	<p>Textiles What is more effective? Dyeing, printing or patchwork and why? Design Learning about techniques like dyeing, printing, patchwork, and appliqué. Make Using a variety of textiles like natural fibres, synthetic blends, and recycled fabrics, they'll design and create unique pieces like bags, scarves, tapestries, or even small garments. Evaluate Analyse their creations for creativity, function, and quality of construction. They'll discuss the significance of colour, texture, and pattern in design, reflecting on different cultural influences in textile arts. Technical knowledge They'll learn about different types of textile dyes, printing methods, and tools, exploring safety and sustainable practices.</p>	<p>Electrical circuits (light up fashion show) Design Sketch and create wearable accessories or clothing with integrated LED lights considering function, safety, and style. Using exploded diagrams, cross sectional diagrams or detailed diagrams. Make Use fabric, cardboard, recycled materials, and basic circuitry components to construct their illuminated designs. Evaluate Assess their creations for brightness, originality, and adherence to safety guidelines, showcasing them in a school fashion show. Technical knowledge Explore basic circuits and electrical safety, understand different light sources, and practise safe tool handling and battery connection.</p>