	Eyfs	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used (in continuous provision)	Tell someone (peers and adults) about ideas whilst designing. Use IT to explore ideas whilst designing	Make a drawing, templates or mock- up of a design and discuss it.	Generate and develop ideas through discussion. Design products that are functional and designed for purpose.	Design products that are functional and designed for purpose.	Design products that are innovative and appeal to individuals or groups. Use a computer design program to communicate ideas	Create a prototype and an exploded diagram of a design.
Design	<u>Creating with</u> <u>Materials</u> ELG Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.						
Make Skills Structur es Electrici ty /	Progress towards a more fluent style of moving, with developing control and grace. Develop their small motor skills so that they can use a range of tools competently,	Cut along straight lines, curved lines and shapes marked out by a template. Roll, fold, tear and cut paper and card.	Join using a running stitch and colour fabrics Decorate textiles Independently cut wood/dowelling	Cut slots. Create simple joins with wood Include a simple electrical circuit in a product	Use given sewing patterns or printing blocks Use a wider range of stitches to join fabrics and choose the most appropriate	Build frameworks using a range of materials Use appliqué to decorate by gluing, and stitching. Cut internal shapes.	Use a glue gun with close supervision. Cut accurately to 1mm: strip wood, dowel & square section. Create own simple sewing pattern or

mechani smssafely and confidently. Use is their core muscle a good posture when sitting at a table or sitting on the floor. (scissors, hole punches, staplers, pva glue, masking tape) Make a product with its purpose in mind, using a variety of resources (junk modeling using boxes and tuebs, playdough, clay and loose parts) Safely use and explore a variety of materials, tools and techniques, experimenting with design, form and function (carrying scissors safely,Create temporary using a hacksaw and bench hook bench hook bench hook staplers, pva glue, modultsMeasure pieces and mechanical systems in products - lever / wheels and axlesMeasure pieces and mechanical systems in products - lever / wheels and axlesWeasure pieces and make holes in wood use simple mechanical systems in products - pulleys, cams or gearsUse some complex mechanical systems in products - pulleys, cams or gearsUse mechanical systems in products - pulleys, cams or gearsUse some complex mechanical systems in products - pulleys, cams or gearsUse some complex in products - pulleys, cams or gearsUse some complex in design.Select the use in design.I tools and turction (carrying scissors safely, <td< th=""></td<>
Textilestheir core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. (scissors, hole punches, staplers, pva glue, masking tape) Makein woving joins. use a simple circuit in a modelin products - levers / wheels and axlesUse simple mechanical systems in products - pulleys, cams or gearsin products - pulleys, cams or gearsin products - pulleys, cams or gearsSelect the most appropriate way to join or secure materialsUse simple mechanisms in productsUse simple mechanisms in productsSelect the most appropriate way to ipon secure materialsIn products - pulleys, cams or gearsUse a computer program to produce a repeating patternSelect the most appropriate way to join or secure materialsUse a computer program to produce a product with its purpose in mind, using a variety of resources (junk modelling using boxes and tubes, playdough, clay and tools and techniques, experimenting with design, form and function (carryingHere is and appropriate way to appropriate way to appropriate way to a repeating patternIn products - use a computer program to control productsUse a computer program to control products
planning using   builders permits   and carrying out   building or creating   of designs using   junk modelling and   resources in

	Fine Motor Skills ELG Use a range of small tools, including scissors, paintbrushes and cutlery.						
Evaluate		Say what they like and do not like about existing products.	Say how well designs and products met the given design criteria.	Explain strengths and weaknesses of existing products Evaluate work against own design criteria. Discuss and describe well- known designers and inventors and their work	Explain strengths and weaknesses of existing products. Discuss and describe well- known designers and inventors and their work.	Collect feedback from a small group to find out how to improve a product. Explore impact of well-known designers and inventors' products	Evaluate existing products in relation to their purpose and audience. Collect feedback from others to find out how to improve a product.

Cooking & Nutrition		Understand all sections of the eat- well plate and why they differ in size.	Use the right tools to slice, mix, spread, bake and knead. Weigh ingredients to an appropriate level of accuracy. Understand that food is processed into different ingredients around the world	Understand what different affects food types have on the body Select the appropriate tools to follow a given recipe to make a savoury dish. Estimate amount of ingredients to an appropriate level of accuracy. Understand how different foods are produced in different areas of the world. Understand that some foods are seasonal and give some examples.
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	Design	Peel Grate	Template Mock-Un	Functional 'design for purpose'	Produce 'printing blocks'	Innovate Appeal	Prototype Exploded diagram
Vocabulary	Join	Grate Chop Tools Discuss Roll Fold Tear Temporary, Fixed, Moving joins Slider Mechanisms Circuit Evaluate	Mock-Up Running stitch Textiles Hacksaw Bench hook Free-standing Structures Criteria Portion Decorate Weigh Measure Balanced Diet Dowelling	'design for purpose' Slots Levers / Wheels / Axles Designers Inventors Eat-Well plate	<pre>'printing blocks' Stitches Pulleys / Cams /Gears Repeated Strengths Weakness Tools Slice Mix Spread Bake Knead Process</pre>	Appeal Computer – Aided Design (CAD) Frameworks Applique Complex Internal Peer feedback Improve Text Graphics Corrugated Pulley Linkages Delay Sensor Audience	Exploded diagram Supervision Screwdriver Feedback Affects Impact Savoury In relation Seasonal Estimate
Enrichment activities.		Parent workshop to support in autumn term with opportunities for outdoor learning.		Parent workshop to support in autumn term.	Parent workshop to support in autumn term.	After school club - Cooking	After school club - Cooking