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Year	Term	Key Concept	Intent	Curriculum Statements	Vocabulary
EYFS	Autumn	Main concept: identity, difference: Continuous concepts: chronology, significations, similarities and differences similarities, differences, community, values, morality	To become a **Dynamic Designer** who can choose and safely use the resources they need to make their creations, talk about what they have made and how they have made it.	**Creating with Materials** -To explore colour and how colours can be changed. - To begin to understand how to use a variety of materials, tools and techniques safely. - To represent objects using line to enclose a space and create shapes. - To show interest and begin to describe textures using their senses. - To begin to select own materials, tools and techniques for a purpose. - To use various construction materials to construct with a purpose in mind. - To work with others, sharing ideas. _ To talk about what you have made and how you have created it. - To make use of given props and materials when role playing characters in narratives and stories.	Design, purpose, construct, build, create, structure, model, balance, space, stacking, vertical, horizontal.
EYFS	Spring	Main concept: choices: Morality, values, change & growth Continuous concepts: working scientifically, cause and effect		Creating with Materials - To develop colour-mixing techniques to match the colours to what you see or want to represent. - To build on different techniques for joining materials and begin to talk about why you have chosen that technique, material or tool. - To build on previous learning by adapting ideas. - To create collaboratively, sharing ideas, resources and skills. _ To discuss any challenges and how you fixed them or changed your creation or process. - To decide which props or materials are needed when role playing characters in narratives and stories and use previous learning to begin to create these.	Adapt, design, purpose, resources, tools, techniques, construct, model, space, shape, revise, reflect, evaluate
EYFS	Summer	Main concept: Life & nature, Exploration		**ELG: Creating with Materials** - To safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - To share my creations, explaining the process I have used;	Adapt, design, purpose, resources, tools, techniques, construct, model,

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		Continuous concepts: morality, values, community, location, place, chronology		- To make use of props and materials when role playing characters in narratives and stories.			space, shape, revise, reflect, evaluate
Year	Term	Intent	National Curriculum Objectives	Key Concept	Milestones	Essential characteristics	Vocabulary
1	Autumn	During the Autumn term, Year 1 will explore the basic principles of a healthy and varied diet. They will explore healthy choices and unhealthy choices supported by their 'Time for Sport' sessions.	Kapow: Cooking and Nutrition: Fruit Smoothies To use the basic principles of a healthy and varied diet to prepare dishes	Nutrition	. • Cut, peel or grate ingredients safely and hygienically. • Measure or weigh using measuring cups or electronic scales. • Assemble or cook ingredients	To be a nutritionist I need thorough knowledge of which tools, equipment and materials to use to make their products. • The ability to apply mathematical knowledge. • The ability to manage risks exceptionally well to manufacture products safely and hygienically. • A passion for the subject and knowledge of, up-to-date technological innovations in materials, products and systems.	Nutrition, healthy, unhealthy, hygiene, ingredients, safety, assemble, varied, diet, preparation, weighing, and measurement.

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1	Spring 2	To design a purposeful appealing product for themselves or others to be used at home or school.	Kapow: Moving Mechanisms. Storybooks: To design a purposeful, functional, appealing products for themselves and others to use based on design criteria.	Innovation Design	• Design products that have a clear purpose and an intended user.• Make products, refining the design as work progresses.• Use software to design.	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Innovation, Design, appealing, adapting, moving, mechanisms, functional, purposeful, product, sketch, measure, tools, materials, product.
1	Spring 2	To refer to my design and select from and use a range of tools to make my purposeful product.	Kapow: Moving Mechanisms. Storybooks: To select from and use a range of tools and equipment to perform practical task(for example, cutting, shaping, joining and finishing)	Functionality	• Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling)	• To be a designer and maker I need a thorough knowledge of which tools, equipment and materials to use to make purposeful products.	Functionality, cutting, shaping, joining, finishing, design, tools, product, measure, tearing, cutting, folding, curling.
1	Summer 1	To design and draw template or mock up to communicate ideas.	Kapow Textiles: The Tiger who came from tea puppets. *To generate, develop, model and communicate their ideas through talking,	Evaluate Design	• Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Shape Textiles using templates.	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Evaluate, textiles, cloth, embellish, function, design, puppets, model, purposeful, product, sketch, measure, tools, materials.

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			drawing, templates and mock ups.				
1	Summer 2	To select from and use a range of materials when making according to desired characteristics.	Kapow Textiles: The Tiger who came from tea puppets. *To select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	Design Make	To demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen) Assemble or cook ingredients. • Join textiles using running stitch. • Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).	• To be a designer and maker I need a thorough knowledge of which tools, equipment and materials to use to make purposeful products.	Design, evaluate, purpose, designer, maker, textiles, cloth, embellish, function, design, puppets, model, purposeful, product, sketch, measure, tools, materials.
2	Autumn 1	To design a functional appealing product.	Kapow Structures: Three little pig's buildings using different materials. To design a functional appealing product for themselves or others to be used at home or school.	Functionality Design	• Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling)	. • To be a designer and maker I need a thorough knowledge of which tools, equipment and materials to use to make purposeful products.	Design, purposeful, product, sketch, measure, tools, materials, structures, functionality, materials, shaping, tearing, cutting, folding and curling.
2	Spring 2	To select from and use a wide	Kapow Mechanisms:	Innovation Design/ Make	• Measure and mark out to the nearest centimetre. •	• To be a designer I need significant levels of	Design, purposeful, product, sketch,

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		range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Moving monsters (Enormous Crocodile) *To generate, develop, model and communicate their ideas through talking, drawing, templates and mock ups.		Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Shape Textiles using templates.	originality and the willingness to take creative risks to produce innovative ideas and prototypes.	measure, tools, materials, mechanisms, templates, prototypes, models, construction, shaping.
2	Summer	To select from and use a range of materials when making according to desired characteristics.	Kapow Textiles: Pouches Running stitch. To design a purposeful, functional, appealing products for themselves and others to use based on design criteria.	Technical knowledge Evaluate	• Design products that have a clear purpose and an intended user.• Make products, refining the design as work progresses.• Use software to design.	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Textiles, evaluate, design, purposeful, product, sketch, measure, tools, materials,
3	Autumn	To learn about a range of how key events and individuals in design and technology have helped shape the world	Kapow Mechanisms: Pneumatic toys. To understand how key events and individuals in design and technology have helped shape the world	Evaluate Innovation	*Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. • Use software to design	To be a careful design I need to have the ability to act as a responsible designer and makers, working ethically, using finite materials carefully and working safely.	Design, evaluate, purpose, designer, maker. Innovation, structure, prototypes, iconic

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3	Spring	To revisit KS1 learning and apply the principles of a healthy and varied diet	Kapow Cooking and Nutrition: Eating Seasonally. To understand and apply the principles of a healthy and varied diet	Nutrition Technical Knowledge	• Prepare ingredients hygienically using appropriate utensils. • Measure ingredients to the nearest gram accurately. • Follow a recipe. • Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).	To be a nutritionist I need a thorough knowledge of which tools, equipment and materials to use to make their products. • The ability to apply mathematical knowledge. • The ability to manage risks exceptionally well to manufacture products safely and hygienically. • A passion for the subject and knowledge of, up-to-date technological innovations in materials, products and systems.	Nutrition, healthy, unhealthy, hygiene, ingredients, safety, assemble, varied, diet, preparation, weighing, measurement, seasonality, fresh foods, recipe.
3	Summer	To learn about the process of design- to generate, model and communicate ideas.	Kapow Structures: Castles. To generate, develop, model and communicate their ideas through	Design Evaluate	• Design with purpose by identifying opportunities to design.	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Design, purposeful, product, sketch, measure, tools, materials. Structures, templates, prototypes,

			discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design		• Make products by working efficiently (such as by carefully selecting materials). • Refine work and techniques as work progresses, continually evaluating the product design. • Use software to design and represent product designs		models, construction, shaping.
4	Autumn	To innovate a functional design using a range of materials including construction and textiles according to aesthetic qualities.	Kapow Textiles: Egyptian clothing To 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	Innovation Technical knowledge	• Understand the need for a seam allowance. • Join textiles with appropriate stitching. • Select the most appropriate techniques to decorate textiles.	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Innovation, textiles, stitching, functional, aesthetics, joins, seams, decoration, embellishment, originality.
4	Spring	To select purposeful tools within design to create a functional product.	Kapow Structures: Setting: A Midsummer Night's Dream Stage design.	Functionality Design	• Choose suitable techniques to construct products or to repair items. • Strengthen materials using suitable techniques.	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Functionality, design, cutting, shaping, joining, finishing, structures, tools, creativity, innovation, model,

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			To select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately				
4	Summer	To design through discussion, annotation, sketches and diagrams to then be developed into prototypes.	Kapow Mechanisms: Slingshot cars To generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	Design Evaluate	• Design with purpose by identifying opportunities to design.• Make products by working efficiently (such as by carefully selecting materials).• Refine work and techniques as work progresses, continually evaluating the product design.• Use software to design and represent product designs.	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Design, purposeful, product, sketch, measure, tools, materials. Design, purpose, mechanisms,
5	Autumn	To use knowledge of existing products to influence and evaluate their own design.	Kapow Mechanisms: Pop up books. **Plannets** To investigate and analyse a range of existing products To evaluate their ideas and products	Evaluate	• Refine work and techniques as work progresses, continually evaluating the product design. • Use software to design and represent product designs.	To be a careful designer I need to have the ability to act as a responsible designer and makers, working ethically, using finite materials carefully and working safely.	Evaluate, design, purposeful, product, sketch, measure, tools, materials, purpose, mechanisms, designer, maker, innovation.

			against their own design criteria and consider the views of others to improve their work				
5	Spring	To 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	Kapow Structures: Bridges: Treasure Island. To 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	Innovation	Develop a range of practical skills to create products (cutting, drilling and screwing, nailing, gluing and sanding)	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Innovation, Functionality, design, cutting, shaping, joining, finishing, structures, tools, creativity,
5	Summer	To learn about how electrical systems are used in products and include some elements within my design.	Kapow Electrical Systems Electric Greetings Cards **The Arrival.** To understand and use electrical systems in their products [for example, series circuits incorporating switches,	Technology Innovation Design	• Create series and parallel circuits	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Functionality, design, cutting, shaping, joining, finishing, structures, tools, creativity,

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			bulbs, buzzers and motors]				
5	Summer	To use a wide range of tools to create a functional product.	Kapow Electrical Systems Electric Greetings Cards **The Arrival** To select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	Functionality	• Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding).	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Functionality, cutting, shaping, joining and finishing
6	Autumn	To 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	Kapow Playground: To 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	Innovation Design Make	Develop a range of practical skills to create products (cutting, drilling and screwing, nailing, gluing and sanding)	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Design, purposeful, product, sketch, measure, tools, materials. Structures, templates, prototypes, models, construction, shaping.

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6	Spring	To understand seasonality within the Autumn Harvest term. How is food grown, reared, caught and processed?	Kapow Food and Nutrition Year 6's Food:; Farm to fork: To understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Nutrition	• Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms). • Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. • Demonstrate a range of baking and cooking techniques. • Create and refine recipes, including ingredients, methods, cooking times and temperatures.	To be a nutritionist I need thorough knowledge of which tools, equipment and materials to use to make their products. • The ability to apply mathematical knowledge. • The ability to manage risks exceptionally well to manufacture products safely and hygienically. • A passion for the subject and knowledge of, up-to-date technological innovations in materials, products and systems.	Nutrition, healthy, unhealthy, hygiene, ingredients, safety, assemble, varied, diet, preparation, weighing, measurement, seasonality, fresh foods, recipe, harvest, growth, decay.
6	Summer	To learn about how electrical systems are used in products and include some elements within my design.	Kapow Electrical Systems: Steady Hand Game To understand and use electrical systems	Technology Innovation Design	• Create series and parallel circuits	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Technology, electrics, design, purposeful, product, plan, sketch, measure, tools, materials. Structures, templates, prototypes,

			in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]				models, construction, shaping.
6	Summer	To apply their understanding of computing to program, monitor and control their products	To apply their understanding of computing to program, monitor and control their products.	Technology	Write code to control and models or products.	• To be a designer I need significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.	Technology, design, purposeful, product, sketch, measure, tools, materials. Structures, templates, prototypes, models, construction, shaping.