



NURSERY

Explore different materials freely



Join different materials and explore different textures

Use different tools



RECEPTION

Construct with a variety of materials



Explore different food textures



Verbally evaluate their models



Discuss how they could improve models in the future



Develop problem solving skills when building models



Develop independent ideas



YEAR 1

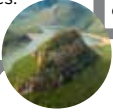
Design purposeful, functional and appealing products.



To explore and use mechanisms to create X



Explore and evaluate the effectiveness of their products outlining future changes.



Generate, design and develop an appealing dish, celebrating food from different cultures.



Use a wide range of materials and techniques to create hand puppets.



Use a range of tools and equipment to perform practical tasks.



YEAR 2

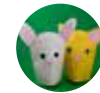
Moving pictures with levers



Salad creations!



Finger puppets



Discuss, design and feedback during the preparation and planning of their product.



Developing performance of practical tasks: cutting, shaping, joining and finishing.



Explore/ evaluate their own products and creations.



Use a variety of materials, including textiles to create a finger puppet



To choose appropriate materials/ components according to their characteristics.



Build and explore different structures and evaluate fire engines with wheels and axles



YEAR 3

Selecting ingredients for pizzas and making them



Generate, develop, model and communicate ideas through discussion



Choose materials based on aesthetic properties



Moving monsters



Existing products



Evaluate their ideas and products against class design criteria



Understand the principles of a healthy and balanced diet.



Pencil cases



YEAR 4

To explore materials to create Viking armour and weaponry



Technical knowledge of gears, pulleys and levers



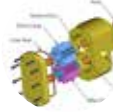
Evaluate ideas against criteria



Key events and individuals shape the world



Exploded diagrams



Christmas stockings



YEAR 5

Evaluate designs



Understand who their target market is and complete market research



Research to inform design and branding



Making biscuits



Understand and use electrical systems in their product: torches



YEAR 6

Match up board games with electronics



Cutting, shaping, joining and finishing



Sushi as part of a masterchef challenge



Investigate and analyse a range of existing products



Prototypes



Select appropriate materials and components



Market research



Designing own success criteria and product template



WHAT'S NEXT?

To be innovative with designing!

