










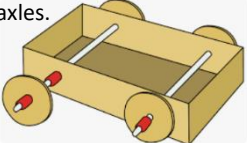








Autumn 2025-26		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
KS1	What instrument would Mr Noisy play?	Drill Screw Glue Cut Nail Safely Strengthen Tools Product Designs User	Know how to drill, screw, glue and nail materials to make and strengthen products. Know how to cut materials safely using tools.	Research a range of instruments recognising how volume can be changed	<u>Design</u> a product that has a clear purpose and an intended user. 	<u>Make</u> a product, refining the design as work progresses.	Evaluate existing designs, saying what they like and dislike before designing their own.
KS2	How can we use different stitches to create a map of Dunwich ? 	<i>Join</i> Textiles <i>Stitching</i> <i>Running stitch</i> Seam Seam allowance. <i>Techniques</i> <i>Decorate</i>	Know how to join textiles with appropriate stitching including a running stitch. Know why it's important to leave a seam allowance. How to select the most appropriate techniques to decorate textiles.	Research examples of embroidery stitches and maps Research methods of joining material to create a seam (including use of machines)	Develop design criteria to inform the design of a functional, appealing product aimed at a particular individual or group.	Make a product by carefully selecting materials. i.e. small embroidered panel on a cushion 	Evaluate their own and their peers' designs against a design criteria. 





Spring 2025-26		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
KS1	How can electricity be used to help us?	Circuit Electricity Faults Batteries Design Wire Component	Know what a series circuit is. Know that the cell or battery provides the power. How to find faults in circuits and battery operated devices	Invent a battery powered product to help people in everyday life 	Design a functional product based on a design criteria.	Make a product, selecting and using a range of materials and components. 	Evaluate their product against a design criteria.
KS2	Why are torches all different shapes and sizes?	Series circuit Parallel circuit Symbols Circuits Components Exploded diagram Prototypes Continual refinements Electronic kits	Know how series and parallel circuits work. Draw circuits in designs using the correct symbols. Know to draw an exploded diagram.	Research a variety of torches and understand why they are constructed differently 	Design with the user in mind, a functional product that is fit for purpose I.e. a reading light that is compact or a general torch that is bright	Make a product through stages of prototypes, making continual refinements.	Evaluate the design of products, to improve the user experience 





Summer 2025-26		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
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KS1	How can we improve the speed of a vehicle?	<ul style="list-style-type: none"> Levers Sliders Wheels Axles Mechanisms Design criteria Product 	<p>How to create products using mechanisms, such as levers, sliders, wheels, axles.</p> 	<p>Research a range of wheeled vehicles</p> <p>Identify which what makes a vehicle fast and reliable</p>	<p>Design a product that has a clear purpose and an intended user.</p>	<p>Make a product, refining the design as work progresses.</p> 	<p>Evaluate their product against a design criteria.</p>
KS2	How does sustainability impact a human diet?	<ul style="list-style-type: none"> Sustainable Microorganisms Ratios Scale Variety Processed Savoury Aesthetic Environmental Accurate Ingredients recipe. 	<p>Know where and how a variety of ingredients are grown, reared, caught and processed. Understand the importance of correct storage and handling of ingredients (using knowledge of microorganisms). Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.</p>	<p>Understand what sustainability means in relation to food.</p> 	<p>Design a savoury dish with sustainable ingredients,</p>	<p>Make and refine a recipe for a sustainable savoury dish.</p>	<p>Evaluate the savoury dish so as to suggest improvements to taste and aesthetic qualities.</p>

Autumn 2026-27		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
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<p>KS1</p>	<p>How can we build a durable castle?</p> 	<p>Durable Materials Safety/ly Tools Measure Mark Fold Tear Cut Curl</p>	<p>Know how to cut materials safely using tools.</p> <p>Know how to measure and mark out to the nearest centimetre.</p> <p>Know how to use a range of cutting, folding and joining techniques</p>	<p>Establish the necessary features of a castle</p> <p>Research different models of castles</p> <p>Discuss and agree the qualities a castle needs to be durable</p>	<p>Design a castle that can withstand water, vibrations and wind</p>	<p>Make a product, refining the design as work progresses.</p> 	<p>Evaluate their design against a success criteria.</p>
<p>KS2</p>	<p>How can we honour the WW2 veterans?</p> 	<p>Transfer (of forces) Forces Mechanisms Product Shape Join Finish (eg. the finish of a product) Function Appearance</p>	<p>Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product</p> <p>How to use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].</p> <p>How to use a wider range of materials according to their functional properties and aesthetic qualities.</p>	<p>Research, investigate and analyse a range of existing pop up cards.</p> 	<p>Design a product for a purpose and audience.</p>	<p>Make a product by carefully selecting materials. Refine work and techniques as work progresses, continually evaluating the product design</p>	<p>Evaluate their product against the design criteria</p>



Spring 2026-27		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
KS1	<p>What does a healthy meal look like to you?</p>	<p>Cut Peel Grate Ingredients Safely Hygienic Healthy Varied diet Measure Weigh Electronic scales</p>	<p>Know how to cut, peel or grate ingredients safely and hygienically.</p> <p>Know the basic principles of a healthy and varied diet to prepare dishes.</p> <p>Know how to measure or weigh using measuring cups or electronic scales.</p>	<p>Identify a range of meals enjoyed by children</p> <p>Discuss the healthy food groups</p> <p>Sort meals/ ingredients into healthy and unhealthy groups</p>	<p>Design and plan a healthy meal</p> 	<p>Make a meal by assembling or cooking ingredients.</p>	<p>Evaluate their meal against a design criteria.</p>
KS2	<p>Can you design a bridge to withstand a natural disaster?</p> 	<p>Techniques (different) Construct Product Repair Strengthen Materials</p>	<p>Use suitable techniques to construct products</p> <p>Use suitable techniques to repair items.</p> <p>Know how to strengthen materials using suitable techniques.</p>	<p>Research a range of bridges</p> <p>Identify the features of bridges that make them strong</p> 	<p>From research into bridges create a design criteria for your product</p> <p>Design and make a prototype using research</p>	<p>Make a product by carefully selecting materials</p>	<p>Evaluate their own and their peers' designs against a design criteria.</p>


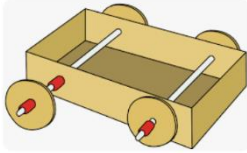

Summer 2026-27		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
KS1	What clothes would be fit for a king or a queen?	Thread Needle Decorate Textiles Templates Stitch Running stitch Technique Purpose Join	Children know: how to shape textiles using templates. How to thread a needle. How to join textiles using running stitch. How to colour and decorate textiles using a number of techniques.	Research clothing items discussing designs and simple construction (The Queen's Knickers) 	<u>Design</u> clothing for a purpose and specific user.	<u>Make</u> a product, refining the design as work progresses.	<u>Evaluate</u> their product against, a given design criteria.
KS2	How would you commemorate the life of Boudicca?	Join Textiles Stitching Running stitch Seam Seam allowance. Techniques Decorate	Children can independently thread a needle. Children know how and when to use a range of basic stitches. How to over-stitch to produce a finished cross-stitch.	Research contents of cross stitch kits and how instructions are used to support the user Research the effectiveness and impact of simple designs	Design a Cross stitch kit for a purpose and with a specific audience in mind. 	Make a product using all the elements of a Cross Stitch kit Demonstrate a range of sewing techniques using a variation of stitches	Evaluate the quality of the design and the instructions giving reasons for success or the need for improvement
Autumn 2027-28		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate


<p>KS1</p>	<p>What instrument would Mr Noisy play?</p>	<p>Drill Screw Glue Cut Nail Safely Strengthen Tools Product Designs User</p>	<p>Know how to drill, screw, glue and nail materials to make and strengthen products. Know how to cut materials safely using tools.</p>	<p>Research a range of instruments recognising how volume can be changed</p>	<p><u>Design</u> a product that has a clear purpose and an intended user.</p> 	<p><u>Make</u> a product, refining the design as work progresses.</p>	<p>Evaluate existing designs, saying what they like and dislike before designing their own.</p>
<p>KS2</p>	<p>What is the most effective way to save the islander?</p> 	<p>Aesthetic qualities Functional properties Innovative Durable Construction Materials Components shaping Joining Finishing Accurate</p>	<p>Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding) Choose suitable techniques to construct products or to repair items. Know how to build models using a range</p>	<p>Research a range of rafts built using a variety of materials</p> 	<p>Design, with the user in mind, a functional product that is fit for purpose i.e build a raft for the "man" in <i>The Island</i></p>	<p>Make a product that is effective for the purpose intended (i.e a raft that floats)</p> 	<p>Evaluate their own and their peers' designs against a design criteria and say how the design could be improved.</p>


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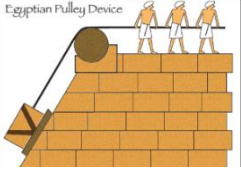
Spring 2027-28		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
KS1	How can electricity be used to help us?	Circuit Electricity Faults Batteries Design Wire Component	Know what a series circuit is. Know that the cell or battery provides the power. How to find faults in circuits and battery operated devices	Invent a battery powered product to help people in everyday life 	Design a functional product based on a design criteria.	Make a product, selecting and using a range of materials and components. 	Evaluate their product against a design criteria.
KS2	How do toys use electricity to entertain children?	Switches Buzzers Bulbs Motors	The difference between a series and parallel circuit.	Research existing products with circuits by disassembling and investigating how they work.	Design their own product and circuit.	Make a product including a circuit.	Refine work and techniques as work progresses, continually evaluating the product design.



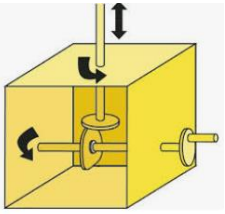

		<p>Circuits</p> <p>Series circuit</p> <p>Parallel circuit</p> <p>Wires</p> <p>System</p> <p>Electrical</p> <p>Disassemble</p>	<p>How to use electrical systems in their products [such as switches, bulbs, buzzers and motors]</p> <p>How to test if a circuit will work or not.</p>				
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Summer 2027-28		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
KS1	How can we improve the speed of a vehicle?	<p>Lever</p> <p>Sliders</p> <p>Wheels</p> <p>Axles</p> <p>Mechanisms</p> <p>Design criteria</p> <p>Product</p>	 <p>How to create products using mechanisms, such as levers, sliders, wheels, axles.</p>	<p>Research a range of wheeled vehicles</p> <p>Identify which what makes a vehicle fast and reliable</p>	<p>Design a product that has a clear purpose and an intended user.</p>	 <p>Make a product, refining the design as work progresses.</p>	<p>Evaluate their product against a design criteria.</p>


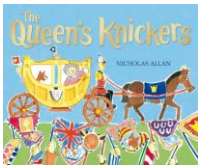
KS2	What is a traditional British meal?	<p>Sustainable</p> <p>Microorganisms</p> <p>Ratios</p> <p>Scale</p> <p>Processed</p> <p>Savoury</p> <p>Aesthetic</p> <p>Environmental</p> <p>Accurate</p> <p>Calculate</p> <p>Ingredients</p> <p>Recipe</p> <p>Variety</p>	<p>Children know what sustainability means in relation to food.</p> <p>Children Understand the importance of correct storage and handling of ingredients</p> <p>Children measure accurately and calculate ratios of ingredients to scale up or down from a recipe.</p>	<p>Children use their geographical knowledge to investigate how a variety of ingredients are grown, reared, caught and processed.</p> <p>Children research meals from a range of cultures in Britain</p>	<p><u>Design</u> a savoury dish with consideration of sustainable ingredients.</p> <p>Design a dish that reflects British traditions</p>	<p><u>Make</u> and refine a recipe for a sustainable, savoury, traditional British dish.</p> 	<p><u>Evaluate</u> the savoury dish so as to suggest improvements to taste and aesthetic qualities.</p>
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Autumn 2028-29		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
KS1	How can we build a durable castle?	Durable Materials	Know how to cut materials safely using tools.	Establish the necessary features of a castle	Design a castle that can withstand water,	Make a product, refining the design as	Evaluate their design against a

		<p>Safety/ly</p> <p>Tools</p> <p>Measure</p> <p>Mark</p> <p>Fold</p> <p>Tear</p> <p>Cut</p> <p>Curl</p>	<p>Know how to measure and mark out to the nearest centimetre.</p> <p>Know how to use a range of cutting, folding and joining techniques</p>	<p>Research different models of castles</p> <p>Discuss and agree the qualities a castle needs to be durable</p>	<p>vibrations and wind</p>	<p>work progresses.</p> 	<p>success criteria.</p>
KS2	<p>How can we use mechanics to simplify manual labour?</p>	<p>Convert</p> <p>Rotary motion</p> <p>Linear motion</p> <p>Cams</p> <p>Transference of forces</p> <p>Mechanisms</p> <p>Levers</p> <p>Winding mechanisms</p> <p>Pulleys</p> <p>Gears</p>	<p>Know how to convert rotary motion to linear using cams.</p> <p>Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).</p> <p>How to use a wider range of tools and equipment to perform practical tasks [for example: cutting, shaping, joining and finishing] accurately.</p>	<p>Compare a range of simple mechanical systems used throughout history</p> 	<p>Design with the user in mind, a functional product that is fit for purpose (a device to simplify manual labour)</p> <p>Create a set of design criteria for a mechanical implement</p>	<p>Egyptian Pulley Device</p>  <p>Make a product through stages of prototypes, making continual refinements</p>	<p>Evaluate their product against the set design criteria.</p>

Spring 2028-29		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
KS1	What does a healthy meal look like to you?	Cut Peel Grate Ingredients Safely Hygienic Healthy Varied diet Measure Weigh Electronic scales	Know how to cut, peel or grate ingredients safely and hygienically. Know the basic principles of a healthy and varied diet to prepare dishes. Know how to measure or weigh using measuring cups or electronic scales.	Identify a range of meals enjoyed by children Discuss the healthy food groups Sort meals/ ingredients into healthy and unhealthy groups	Design and plan a healthy meal 	Make a meal by assembling or cooking ingredients.	Evaluate their meal against a design criteria.
KS2	What uses do cams and cranks have? 	Aesthetic qualities Functional properties Innovative Durable Cams Cranks Moving element	How to strengthen materials using suitable techniques. How to use a wider range of materials and components, including construction materials according to their functional	Research existing cam and crank products and toys.	Design a product with a moving element. 	Make a product using innovative designs that use cams and cranks to create movement. Refine the design as work progresses	Evaluate the design of the product in relation to movement and durability.

		Construction Materials Components	properties and aesthetic qualities.				
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Summer 2028-29		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
KS1	What clothes would be fit for a Queen?	Thread Needle Decorate Textiles Templates Stitch Running stitch Technique Purpose Join	Children know: how to shape textiles using templates. How to thread a needle. How to join textiles using running stitch. How to colour and decorate textiles using a number of techniques.	Research clothing items discussing designs and simple construction (The Queen's Knickers) 	<u>Design</u> clothing for a purpose and specific user.	<u>Make</u> a product, refining the design as work progresses.	<u>Evaluate</u> their product against, a given design criteria.
KS2	Does where you live affect the foods you eat?	Seasonality Ingredients	Know how to prepare ingredients	Research where and how a variety of ingredients are grown,	Design a recipe using seasonal ingredients	Make a recipe using seasonal ingredients.	Identify and evaluate existing seasonal recipes

		<p>Processed</p> <p>Hygienic</p> <p>Utensils</p> <p>Recipes</p> <p>Reared</p> <p>Gram</p> <p>Accurate</p> <p>Assemble</p> <p>Temperature</p> <p>Oven</p> <p>Hob</p>	<p>hygienically using appropriate utensils.</p> <p>Know how to measure ingredients to the nearest gram accurately.</p> <p>Know how to assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).</p>	<p>reared, caught and processed and understand seasonality</p> 	<p>related to a specific country or region.</p>		<p>from around the world.</p>
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