

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	‘Magical Marvellous Me’ Construction – Build their own homes linked to Marvellous Me topic.	‘Magical Marvellous Me’ Know the importance of a healthy diet.	‘Castles’ Select materials to build and construct. (Continuous provision)	‘Castles’ Realise tools can be used for a purpose. (Cooking)	‘Jaws, Paws and Claws’ Select tools and techniques to join and assemble materials. (Design and build a zoo)	‘Jaws, Paws and Claws’ Construct with a purpose in mind. (Marble Maze)
Year 1	‘Turrets, Tiaras and Tales’ Design a product based on a criteria linked to Fairy tales. (Three little pigs)	‘Turrets, Tiaras and Tales’ Select and use materials and components. (Rainbow fish)	‘Heroes’ Prepare a healthy dish. (Cooking)	‘Heroes’ Design a product based on criteria linked to Heroes topic. (Superhero cape)	‘Try this for size’ Build and strengthen a product. (Parachute)	‘Try this for size’ Design and value own product linked to mini-beasts.
Year 2	‘The Great Fire of London’ Use basic principles of a healthy diet to prepare food linked to Bakers WOW day.	‘The Great Fire of London’ Design and evaluate a product based on criteria. (Igloo)	‘The Great Fire of London’ Use Mechanisms in own product. (Bridge building)	‘The Great Fire of London’ Communicate ideas for a design in different ways. Linked to inventions.	‘The Great Fire of London’ Select and use appropriate tools linked to the Sea topic.	‘The Great Fire of London’ Understand where food comes from. (Linked to the sea)
Year 3	‘Ancient Egypt’ Choose materials and components to achieve a purpose. (Mummify tomatoes)	‘Ancient Egypt’ Develop and refine a final design idea. (Scarab beetles)	‘Space’ Select tools and describe their use for a task. (Designing and testing rockets)	‘Space’ Know where a variety of ingredients are grown, reared, caught and processed by designing a healthy meal.	‘Stone Age’ Show ways to strengthen a structure. (Stone age tools)	‘Stone Age’ Choose materials and components to achieve a purpose using clay.
Year 4	‘Victorian Britain’ Research and comment upon different designs and products.	‘Victorian Britain’ Understand and use mechanical structures. (Victorian toys)	‘India’ Understand the seasonality of ingredients.	‘India’ Prepare and cook a savoury dish.	‘Romans’ Develop and refine a final design. (Roman Chariot)	‘Romans’ Choose materials and components to achieve a purpose. (Roman shield)
Year 5	‘Majestic Monarchs’ Choose materials and components to achieve a purpose. Sewing a Tudor rose.	‘Majestic Monarchs’ Show ways to strengthen a product. (Dream catcher)	‘Saxons/Natural Disasters’ Choose materials and components to achieve a purpose and evaluate my design. (Model volcano)	‘Saxons/Natural Disasters’ Understand the seasonality of ingredients. (Growing potatoes)	‘Amazon Adventures’ Select tools and equipment to perform practical tasks.	‘Amazon Adventures’ Choose materials and components to achieve a purpose. Linked to Wooden boat. (Wooden boats)
Year 6	WWII Research and comment upon different designs and purpose.	WWII Understand the principles of a healthy varied diet.	‘Vikings’ Describe the impact of a well-known design on everyday life.	‘Vikings’ Show ways to strengthen a structure. Viking long boat.	‘Fears and Dreams’ Choose materials and components to achieve a purpose. (Theme park design)	‘Fears and Dreams’ Prepare and cook a savoury dish.