



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R Topic Unit	All about Me	What the Ladybird Heard	Traditional Tales	We are going on a Bear Hunt	New Life	Walking through the Jungle
<b>Knowledge and Skills</b>	<p><b>Skills</b> Represent own ideas and thoughts through design. <b>Activity:</b> Free making using junk modelling</p> <p><b>Skills</b> Explore nutrition through food activities and understand need for variety in food. <b>Activity</b> Food tasting</p> <p><b>Knowledge:</b> Begin to recognise the types of food and where it come from. <b>Activity</b> Making smoothies.</p>	<p><b>Skills</b> Select appropriate resources and adapt work where necessary. <b>Activity</b> Making in the messy area – select materials and resources for own making.</p>	<p><b>Knowledge</b> Know about similarities and differences in relation to materials <b>Skills</b> Safely use and explore a variety of materials, tools and techniques. Select tools and techniques needed to shape, assemble and join materials they are using. <b>Activity</b> Three Little Pigs Houses – small and large junk modelling.</p> <p><b>Skills</b> Begin to take part in preparing food. <b>Activities</b> Design, make and decorate a gingerbread biscuit.</p> <p><b>Skills</b> Experiment with design and function, use representations to communicate, list materials they might need. Identify likes and dislikes of the design. Use what they have learned about media and materials in original ways, thinking about uses and purposes. <b>Activity</b> Make houses for Three Pigs construction.</p>	<p><b>Skills</b> Manipulate materials to achieve a planned effect and construct with a purpose in mind. Begin to suggest improvement to existing design. <b>Activity</b> Free making using junk modelling – develop skills – joining and selecting for purpose.</p>	<p><b>Knowledge</b> Begin to recognise the types of food and where it comes from. <b>Activities</b> Making scrambled eggs.</p>	<p><b>Skills</b> Begin to select materials with appropriate properties for purpose. <b>Activity</b> Free making in the messy area with improving and evaluating made products.</p>



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 Topic Unit	Funny Bones	Man on the Moon	Fabulous Fairy Tales	The Victorians	A Tiny Seed	Sailing the Seas
<b>Knowledge and Skills</b>	<p><b>Knowledge</b> Understand where food comes from.</p> <p><b>Skills</b> Use the basic principles of healthy and varied diet to prepare dishes.</p> <p><b>Activities</b> Where food comes from – Bananas and Bread Making bread – how to make bread, recognise the ingredients and where they come from Diwali Festival – tasting Indian food - types of bread – naan, poppadum, yogurt, chutney.</p>	<p><b>Skills</b> Explore and use mechanisms (for example leavers and sliders) in their products. Explore and evaluate a range of existing products. To identify a target group for what they intend to design and explain what they are going to do.</p> <p><b>Activities</b> Make a moving Christmas Card.</p> <p><b>Knowledge</b> Understand where food comes from.</p> <p><b>Skills</b> Use the basic principles of a healthy and varied diet to prepare dishes.</p> <p><b>Activity – Cooking:</b> Make Cheesy stars biscuits.</p> <p><b>Knowledge</b> Name and sort food into food groups, prepare simple healthy dishes.</p> <p><b>Activities</b> Learn about food groups and design a healthy meal.</p>	<p><b>Knowledge</b> Understand where food comes from.</p> <p><b>Skills</b> Use the basic principles of a healthy and varied diet to prepare dishes.</p> <p><b>Activities</b> Make pizzas and cupcakes for the Grand Ball. Design own drinks and pizzas for the ball.</p> <p><b>Skills</b> To find ways of how materials can be strengthened to create more useful properties. Build structures, exploring how they can be made stronger, stiffer and more stable. To draw on their own experience to help generate ideas. Identify strengths and possible changes they might make.</p> <p><b>Activities</b> Make the tallest paper tower for the princess; Make a fabric 'crown' for the king using textiles. Design and make own Grand ball decorations, props, costumes, bunting, table runner etc.</p>	<p><b>Knowledge</b> Begin to select tools and materials; use vocabulary to name and describe them.</p> <p><b>Skills</b> To make simple drawings and label parts and design products that have a purpose and intended user. Select from and use a range of tools and equipment to perform practical tasks, for example, cutting, shaping, joining and finishing.</p> <p><b>Activities</b> Design Victorian toys – make cup and the ball and thaumatrope. Design and make a dolly peg toy and the cup and the ball toy – choose and join different materials.</p> <p><b>Knowledge</b> Name food and understand where it comes from.</p> <p><b>Activities</b> Taste Victorian foods – pickles, porridge, oat biscuits, preserves, rye bread, honey, describe and discuss where they come from.</p> <p><b>Activity - Cooking:</b> Make Egg sandwich filler.</p>	<p><b>Skills</b> Use the basic principles of healthy and varied diet to prepare dishes.</p> <p><b>Knowledge</b> Understand where food comes from.</p> <p><b>Activity - Cooking:</b> Make ham and peas pasta.</p>	<p><b>Knowledge</b> Understand where food comes from.</p> <p><b>Activity</b> Harvest the potatoes from the grow bags - where food comes from – what vegetables we can grow and cook with (GYOP).</p>



Year 1		Autumn 2				
		<b>Man on the Moon</b>				
		<p><b>Skills</b> To make simple drawings and label parts and design products that have a purpose and intended user. To assemble, join and combine materials and components together using a variety of temporary methods glues or masking tape. Identifying strengths and possible changes they might make.</p> <p><b>Activities</b> Design, make, decorate and evaluate an alien. Use junk modelling materials to wrap and join.</p>				



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2 Topic Unit	Into the Forest Florence Nightingale	Fire! Fire!	Africa	Vehicles Titanic	Islands – Katie Morag	British Wildlife
Knowledge and Skills	<p><b>Skills</b> Design purposeful, functional, appealing products for themselves and other users based on design criteria. Evaluate their ideas and products against design criteria.</p> <p><b>Activity</b> Design, make and evaluate a blanket square for granny.</p> <p><b>Knowledge</b> Understand where food comes from.</p> <p><b>Skills</b> Understand the importance of healthy diet, prepare a range of simple dishes.</p> <p><b>Activities – Cooking</b> Make a speedy potato salad as a meal for granny.</p>		<p><b>Skills</b> Generate ideas by drawing on their own and other people's experiences. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Select from and use a range of tools and equipment to perform practical tasks, for example cutting, shaping, joining and finishing.</p> <p><b>Activity:</b> Print African fabric, pattern, colour</p> <p><b>Skills</b> Use the basic principles of a healthy and varied diet to prepare dishes Understand where food comes from.</p> <p><b>Activity – Cooking:</b> Make a humus dip, peel and cut vegetables for the humus.</p>	<p><b>Skills</b> Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. To assemble, join and combine materials in order to make a product. Evaluate their products as they are developed, identifying strengths and possible changes they might make. Explore and use mechanisms (wheels and axles) in their products. To understand how materials can be combined and mixed to create more useful properties, for example, using cardboard triangles on the corners of a wooden framework to strengthen it.</p> <p><b>Activities:</b> Vehicles – draw, design, make a prototype, evaluate and amend, make a final product, evaluate. Vehicle exhibition</p>		<p><b>Skills</b> Select from and use a range of tools and equipment to perform practical tasks, for example, cutting, shaping, joining and finishing.</p> <p><b>Activities: design and make</b> Minibeasts using clay and clay tools. Design and make a mosaic minibeast tile.</p> <p><b>Skills</b> Understand the importance of healthy diet, prepare a range of simple dishes. Understand where food comes from.</p> <p><b>Activity – Cooking:</b> Make minibeasts using fruit, whisk cream to accompany the fruit minibeasts.</p>

