

	Term 1	Term 2	Term 3
Unit of work	Food - Preparing fruit and veg	Mechanisms - Wheels and axles	Textiles - Templates and joining
Composite Knowledge	-How many different types of fruit are available? -What vocab can you use to describe the smell, taste and texture of different fruit? -Why do we need fruit and veg to have a balanced diet? -How do we prepare food in a safe way?	-What is an axle? -What is a chassis? -How do wheels and axles work together to help things move?	-What is a template? -What is a joining technique?
Component knowledge	-Explain the importance of having fruit and vegetables as part of a balanced diet -Recognise different types of fruit -Demonstrate how to prepare food in a safe way	-Design a functional trailer. -Generate initial ideas and simple design criteria through talking and using own experiences. -Develop and communicate ideas through drawings. -Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing. -Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics. -Explore and evaluate a range of products with wheels and axles. (wheeled toys) -Explore and use mechanisms i.e. wheels and axles -Evaluate their ideas throughout and their product against original criteria.	-Design a piece of bunting which will be pieced together with the rest of the class to create a class line of bunting for Christmas. -Draw a design and use a template to cut out the bunting shape. Select from and use a range of materials e.g. felt, foam, cotton. -Select from a range of tools to perform practical tasks. E.g. scissors, needle and thread, glue, staples. -Be able to talk about what went well and what could be done next time to make the finished product even better.
National Curriculum (skills)	<u>Design</u> 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 <u>Make</u> select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics <u>Evaluate</u> explore and evaluate a range of existing products evaluate their ideas and products against design criteria <u>Technical knowledge</u> build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products <u>Cooking and nutrition</u> use the basic principles of a healthy and varied diet		

	to prepare dishes understand where food comes from		
Vocabulary	fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria	vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism names of tools, equipment and materials used design, make, evaluate, purpose, user, criteria, functional	names of existing products, joining and finishing techniques, tools, fabrics and components template, pattern pieces, mark out, join, decorate, finish features, suitable, quality mockup, design brief, design criteria, make, evaluate, user, purpose, function
Links to prior knowledge	-Experience of common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell. -Experience of cutting soft fruit and vegetables using appropriate utensils.	-Assembled vehicles with moving wheels using construction kits. -Explored moving vehicles through play. -Gained some experience of designing, making and evaluating products for a specified user and purpose. -Developed some cutting, joining and finishing skills with card.	-Explored and used different fabrics. -Cut and joined fabrics with simple techniques. -Thought about the user and purpose of products.