



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2		<p><u>Out of this World</u></p> <p>We are learning to design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>We are learning to generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>We are learning to use the basic principles of a healthy and varied diet to prepare dishes</p> <p>We are learning to explore and evaluate a range of existing products</p> <p>We are learning to evaluate their ideas and products against design criteria</p> <p><u>Cooking and Nutrition</u></p> <p>I can develop a food vocabulary using taste, smell, texture and feel.</p> <p>I can group familiar food products e.g. fruit and vegetables.</p> <p>I can explain where food comes from.</p> <p>I can cut, peel, grate, chop a range of ingredients</p> <p>I can work safely and hygienically.</p> <p>I can understand the need for a variety of foods in a diet.</p> <p>I can measure and weigh food items, non-statutory measures e.g. spoons, cups.</p>		<p><u>The Rainforest</u></p> <p>We are learning to design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>We are learning to generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>We are learning to select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <p>We are learning to explore and evaluate a range of existing products</p> <p>We are learning to evaluate their ideas and products against design criteria</p> <p>We are learning to explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p> <p><u>Mechanisms (sliders and leavers)</u></p> <p>I can join materials appropriately for different situations e.g. glue, tape.</p> <p>I can mark out materials to be cut using a template.</p> <p>I can cut along lines, straight and curved.</p> <p>I can use a hole punch safely and with increased accuracy.</p> <p>I can experiment with levers and sliders to find different ways of making things move in a 2D plane.</p>		<p><u>Castles, Kings and Queens</u></p> <p>We are learning to design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>We are learning to generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>We are learning to select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <p>We are learning to select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>We are learning to explore and evaluate a range of existing products</p> <p>We are learning to evaluate their ideas and products against design criteria</p> <p><u>Textiles (Templates and joining techniques)</u></p> <p>I can cut out shapes which have been created by drawing round a template onto the fabric.</p> <p>I can join fabrics by using e.g. running stitch, glue, staples, over sewing, tape.</p> <p>I can decorate fabrics with attached items e.g. buttons, beads, sequins, braids, ribbons.</p> <p>I can add colour to fabrics using a range of techniques e.g. fabric paints, printing, painting.</p>