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| **Early Years Foundation Stage** |
| **Expressive Arts and Design: Exploring Media and Materials:** They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.**Expressive Arts and Design: Being Imaginative:** Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories. |
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| **Primary Curriculum** |
|  | Term 1 | Term 2 | Term 3 |
| 1 | FoodCut, peal or grate; measure or weigh & assemble or cookLINK: Science – Human body – previous learning Use senses to make food, tasting sour, bitter, sweet. | MechanicsLevers, wheels and windingLINK: History – Kings and Queens – Make a carriage for a monarch | TextilesSeam allowance, joining & selecting appropriate techniques to decorate materialsLINK: Science – Plants – Create a flower bookmark using material |
| 2 | MaterialsCutting and shaping ; measure and mark (cm) & joining techniquesLINK: History - Romans – design roman shield/weapons holder/helmet  | ConstructionDrilling, screwing, gluing and nailingLINK: History – Tudors – Build a Tudor house.  | Electricals, Electronics and ComputingEE- Diagnose faults in battery operated devicesC- Model designs using softwareLINK: Science – Circuits – make a game with a fault, use ICT to design.  |
| 3 | TextilesShape using templates; running stitch & colour and decorate textilesLINK: History - Stone Age – Make two pieces of clothing for action figure.  | FoodPrepare, measure to the nearest gram; follow a recipe & assemble or cook (controlling temp)LINK: Geography – South West – make scones with different fillings.  | MechanicsScientific knowledge of the transference of forcesLINK: History – Vikings – make a Viking compass.  |
| 4 | ConstructionChoosing suitable techniques to construct and strengthen (paper Mache, mod rock)LINK: History - Ancient Greece – Build Parthenon  | Electricals, Electronics and ComputingEE- Create series and parallel circuitsC- Control and monitor models using softwareLINK: Science – water cycle – model water cycle with light and sound.  | MaterialsCut with precision and refine; qualities of materials LINK: Geography – Japan – design Japanese decorations |
| 5 | MechanicsConvert rotary motion to linear & innovative combinations of electronics and mechanics in product designLINK: History - Baghdad – build a drawbridge to Baghdad.  | TextilesCreate objects that employ a seam allowance; use a combination of stitching techniques & create visual and tactile effectsLINK: Geography – Australia – headwear from aboriginal art.  | FoodStorage and handling; measure accurately; ratio; baking and cooking techniques & create and refine recipesLINK: History - Victorians – Cook old Victorian recipe/ modern recipe  |
| 6 | Electricals, Electronics and ComputingEE- create circuits LINK: Science – build a game/model based on circulatory system and heart.  | MaterialsAccurate cutting; measure and mark (mm), cuts within the perimeter of the material, selecting joining techniquesLINK: Geography – Create a 3D map of North and South America including key parts. | ConstructionDevelop a range of practical skills to create productsLINK: History – WW2 - Create model WW2 Anderson shelters using corrugated card. |

Textiles

Electricals, Electronics and Computing

Construction

Mechanics

Food

Materials