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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 | Food  Cut, peal or grate; measure or weigh & assemble or cook  LINK: Science – Human body – previous learning  Use senses to make food, tasting sour, bitter, sweet. | Mechanics  Levers, wheels and winding  LINK: History – Kings and Queens – Make a carriage for a monarch | Textiles  Seam allowance, joining & selecting appropriate techniques to decorate materials  LINK: Science – Plants – Create a flower bookmark using material |
| 2 | Materials  Cutting and shaping ; measure and mark (cm) & joining techniques  LINK: History - Romans – design roman shield/weapons holder/helmet | Construction  Drilling, screwing, gluing and nailing  LINK: History – Tudors – Build a Tudor house. | Electricals, Electronics and Computing  EE- Diagnose faults in battery operated devices  C- Model designs using software  LINK: Science – Circuits – make a game with a fault, use ICT to design. |
| 3 | Textiles  Shape using templates; running stitch & colour and decorate textiles  LINK: History - Stone Age – Make two pieces of clothing for action figure. | Food  Prepare, measure to the nearest gram; follow a recipe & assemble or cook (controlling temp)  LINK: Geography – South West – make scones with different fillings. | Mechanics  Scientific knowledge of the transference of forces  LINK: History – Vikings – make a Viking compass. |
| 4 | Construction  Choosing suitable techniques to construct and strengthen (paper Mache, mod rock)  LINK: History - Ancient Greece – Build Parthenon | Electricals, Electronics and Computing  EE- Create series and parallel circuits  C- Control and monitor models using software  LINK: Science – water cycle – model water cycle with light and sound. | Materials  Cut with precision and refine; qualities of materials  LINK: Geography – Japan – design Japanese decorations |
| 5 | Mechanics  Convert rotary motion to linear & innovative combinations of electronics and mechanics in product design  LINK: History - Baghdad – build a drawbridge to Baghdad. | Textiles  Create objects that employ a seam allowance; use a combination of stitching techniques & create visual and tactile effects  LINK: Geography – Australia – headwear from aboriginal art. | Food  Storage and handling; measure accurately; ratio; baking and cooking techniques & create and refine recipes  LINK: History - Victorians – Cook old Victorian recipe/ modern recipe |
| 6 | Electricals, Electronics and Computing  EE- create circuits  LINK: Science – build a game/model based on circulatory system and heart. | Materials  Accurate cutting; measure and mark (mm), cuts within the perimeter of the material, selecting joining techniques  LINK: Geography – Create a 3D map of North and South America including key parts. | Construction  Develop a range of practical skills to create products  LINK: History – WW2 - Create model WW2 Anderson shelters using corrugated card. |

Textiles

Electricals, Electronics and Computing

Construction

Mechanics

Food

Materials