	Term 1	Term 2	Term 3	
Unit of work	Textiles - Templates and joining	Food - Preparing fruit and veg	Mechanisms - Wheels and axles	
Link to Programme of study	Design  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  Make  select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and fin ishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics  Evaluate  explore and evaluate a range of existing products evaluate their ideas and products against design criteria  Technical knowledge  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  Cooking and nutrition  use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from			
Composite knowledge	What is a template? What is a joining technique?	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?	
Intentional knowledge they need to understand (Component knowledge)	Design a piece of bunting which will be pieced together with the rest of the class to create a class line of bunting for the Christmas show. 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,.	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 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.		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.
Vocabulary	Running stitch, needle, thread, felt, join, decorate, design brief	slicing, peeling, cutting, squeezing, healthy diet, ingredients,	vehicle, wheel, axle, axle holder, chassis, fixed, free
Links to prior knowledge	Explored and used different fabrics. Cut and joined fabrics with simple techniques. Thought about the user and purpose of products.	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.
Cross- curricular links	Art and design – quick drawings or detailed observational drawings of one product to develop and share ideas.  Science – everyday materials. Investigate physical properties of fabric types against suitability for the product to be made.  Mathematics – measurement using nonstandard and standard units.	Science – understand that plants have leaves, stems, roots, flowers and fruits; understand the importance of growing plants and how seasons affect growth. talk about a balanced diet, different types of food and hygiene Writing – develop descriptive writing based on first-hand experience of tasting fruit and vegetables. instructions on how to use one of the utensils; how to prepare e.g. a fruit for eating.  Mathematics – carry out a simple survey to find out which are the favourite fruits/vegetables; construct and interpret the information in e.g. pictograms and bar graphs.  Art and design – use and develop drawing skills. Writing – children write a simple account about how they made their food product.	Science – working scientifically: ask simple questions and observe closely. Explore use of everyday materials.  Mathematics – number of wheels, more than, less than, equal. Measuring length using nonstandard and standard units.  Art and Design – use a range of media and materials creatively to design and make products.

		Computing – use digital photographs to help order the main stages of making and support children's writing.	
Oracy &	Spoken language – ask relevant questions to	Spoken language – children develop and use a	Spoken Language – use of technical vocabulary.
Outdoor	build understanding and their vocabulary.	sensory vocabulary Spoken language – ask	Ask relevant questions to extend understanding
Learning Links	Listening and responding to adults. Explaining	questions to check understanding; use the	and build vocabulary and knowledge. give well-
	and articulating their ideas orally	correct terminology for equipment and food	structured descriptions and explanations.
		processes. Spoken language – ask questions to	Develop speaking and listening skills. Learn
		develop and check understanding, develop	relevant technical vocabulary. – use spoken
		technical and sensory vocabulary and build	language to develop understanding through
		knowledge.	imagining and exploring ideas.