

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
3		Textiles	Mechanisms		Structures	Food
4		Textile		Electricity		Food
5	Structure	Mechanisms				Food
6		Food			Electricity	Textiles

Curriculum Map 2026-2027

Year 3		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Textiles Cross stitch and applique Christmas decoration.	Science week- Mechanisms Pneumatic Toys		Structures Build a Fort	Cooking and nutrition Science including Humans Roman Honey biscuits
Skills	Design		Designing and making a template and applying individual design criteria.	- Creating simple design criteria that outline basic functionality and appeal to individual users or target audiences. - Taking part in structured idea blasting sessions. - Coming up with more ideas and considering the feasibility of their ideas in the classroom. - Developing drawing and sketching skills with a focus on clarity and simplicity. - Developing designs by adding detail and justifications about materials, tools, methods. - Beginning to recognise the benefit of a range of diagram types or prototypes to communicate ideas. (eg. sketches, cross-sectional diagram, thumbnail sketches and exploded diagrams).		- Designing a fort with key features to appeal to a specific person/purpose. - Drawing and labelling a castle design using 2D shapes, labelling: -the 3D shapes that will create the features - materials needed and colours. - Designing and/or decorating a fort tower on CAD software.	Describing how climate affects where foods grow.
	Make		- Following design criteria to create a Christmas decoration. - Selecting and cutting fabrics with ease using fabric scissors. - Threading needles with greater independence. - Tying knots with greater independence.	- Selecting equipment required for a series of tasks based on the plan. Explain why each piece is suitable for each stage. - Suggesting simple safety rules based on their understanding of tool dangers.		- Constructing a range of 3D geometric shapes using nets . - Creating special features for individual designs. - Making facades from a range of recycled materials.	- Identifying seasonal ingredients from the UK. - Following the instructions within a recipe. - Tasting seasonal ingredients. - Peeling foods by hand or with a peeler. - Cutting ingredients safely. - Choosing ingredients based on a design brief.

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			• Sewing using running stitch to join fabric. • Decorating fabric using appliqué and cross stitch. • Completing design ideas with stuffing and sewing the edges.	• Participating in discussions about classroom safety procedures. • Cutting out more complex shapes accurately. • Handle different sizes and types of scissors with confidence. • Using PVA glue to join corrugated card • Choosing shapes to suit the function of a product. • Painting or colouring precisely to improve the finish. • Making facades from a range of materials. • Sealing edges with tape to cover gaps in joins.			
	Evaluate		• Evaluating an end product and thinking of other ways in which to create similar items.	• Analysing why specific products, designers or inventors are successful. • Evaluating their designs by comparing them against design criteria and considering feedback from peers to suggest improvements. • Explaining why they think certain aspects of a peer's design are effective or why they suggested specific improvements. • Reflecting on feedback to decide if and how it could be used to improve future iterations.		• Evaluating own work and the work of others based on the aesthetic of the finished product and in comparison to the original design. • Suggesting points for modification of the individual designs.	• Describing the texture and flavour of ingredients. • Describing the benefits of seasonal fruits and vegetables and the impact on the environment.
Knowledge			• To know that applique is a way of mending or decorating a textile by applying smaller pieces of fabric to larger pieces.	• Beginning to understand how mechanisms work. • Recognising pneumatic systems in everyday objects		• To understand that wide and flat based objects are more stable. • To understand the importance of strength and stiffness in structures.	• To know that seasonal means foods that grow in a given season in a given country. • To know some seasonal foods that grow in the UK and what season they

		•To know that when two edges of fabric have been joined together it is called a seam. •To know that it is important to leave space on the fabric for the seam. •To understand that some products are turned inside out after sewing so the stitching is hidden.	(e.g. car boot, adjustable chair.)			grow in. • To know that eating seasonal foods can have a positive impact on the environment. • To know how to describe the flavour and texture of foods. • To know how to cut a peel safely. • To know that the appearance of food is as important as taste. • To know that similar coloured fruits and vegetables often have similar nutritional benefits.
Maker		Sarah Poulton https://www.paper-and-string.net/				Jamie Oliver https://www.jamieoliver.com
Vocabulary:		user, purpose, design, model, evaluate, prototype, annotated sketch, functional, innovative, investigate, label, drawing, function, planning, design criteria, annotated sketch, appealing, applique, running and cross stitch, fabric, names of fabrics templates, stitch, seam, seam allowance			2D shapes, Properties of Shapes, Sides, Line of symmetry, Vertical line, Horizontal line, Perpendicular line, Parallel lines , 3D shape, Edges, Vertices, Vertex, Faces, Rectangle, Square, Circle, Triangle, Cube, Cuboid, Pyramid, Sphere, Angle, Right angle, Acute angle, Obtuse angle, Polygon, Net, stable, stiffness, aesthetics, modification, facades, CAD software	user, purpose, design, model, evaluate, prototype, annotated sketch, functional, innovative, investigate, label, drawing, function, planning, design criteria, appealing name of products, names of equipment, utensils, techniques and ingredients texture, taste, sweet, sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savoury, hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested
Careers		•Market researcher •Data analysts •Product designer •Accountant •Pattern maker •Machinist •Quality assurance officer •Advertising executive				•Market researcher •Data analysts •Product designer •Accountant •Pattern maker •Machinist •Quality assurance officer - Advertising executive

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Curriculum Map 2026-2027

Year 4		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Fastening coin purse Running stitch, cross stitch Applique		Electricity in Science		Adapting a recipe
Skills	Design		• Writing design criteria for a product, articulating decisions made. • Designing a personalised coin purse		• Designing a torch, giving consideration to the target audience and creating both design and success criteria focusing on features of individual design ideas.		• Designing a biscuit within a given budget. • Conducting market research.
	Make		• Making and testing a paper template with accuracy and in keeping with the design criteria. • Measuring, marking and cutting fabric using a paper template. • Selecting a stitch style to join fabric, working neatly by sewing small, straight stitches. • Incorporating fastening to a design.		• Making a torch with a working electrical circuit and switch. • Using appropriate equipment to cut and attach materials. • Assembling a torch according to the design and success criteria.		• Following a baking recipe. • Understanding safety and hygiene rules. • Adapting a recipe.
	Evaluate		• Testing and evaluating an end product against the original design criteria. • Deciding how many of the criteria should be met for the product to be considered successful. • Suggesting modifications for improvement. • Articulating the advantages and disadvantages of different fastening types.		• Evaluating electrical products. • Testing and evaluating the success of a final product.		• Evaluating an adapted recipe. • Evaluating and comparing a range of products. • Suggesting modifications.
Knowledge			• To know that a fastening is something which holds two pieces of material together		• To know that an electrical circuit must be complete for electricity to flow. • To know that a switch can be used to complete and break an electrical circuit.		• To know that the amount of an ingredient in a recipe is known as the 'quantity.'

		for example a zipper, toggle, button, press stud and velcro. •To know that different fastening types are useful for different purposes. •To know that creating a mock up (prototype) of their design is useful for checking ideas and proportions.				• To know that safety and hygiene are important when cooking. • To know the following cooking techniques: sieving, measuring, stirring, cutting out and shaping. •To know the importance of budgeting while planning ingredients for a recipe. • To know that products often have a target audience.
Maker		Émile Hermès https://www.hermes.com/uk/en/content/271366-six-generations-of-artisans/ Jean-Louis Dumas https://www.hermes.com/uk/en/content/271366-six-generations-of-artisans/				Nadiya Hussain https://www.nadiyahussain.com/
Vocabulary:		evaluating, design brief design criteria, innovative, prototype, user, purpose, function, design criteria, appealing, planning, annotated sketch, sensory evaluations, fabric, names of fabrics, names of fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance		Electricity, electrical device, mains, plug, electrical circuit, complete circuit, battery, , connect, bulb, switch, buzzer, motor, metal, non-metal, symbol, component, cell, positive, negative , loose connection, short circuit, crocodile clip, conductor, insulator,		evaluating, design brief design criteria, innovative, prototype, user, purpose, function, prototype, design criteria, innovative, appealing, planning, annotated sketch, sensory evaluations,



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Careers		•Market researcher •Data analysts •Product designer •Accountant •Pattern maker •Machinist •Quality assurance officer •Advertising executive				•Market researcher •Data analysts •Product designer •Accountant •Pattern maker •Machinist •Quality assurance officer - Advertising executive
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Curriculum Map 2026-2027

Year 5		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
		Structures Bridges	Mechanisms Automata toys				Cooking and nutrition
Skills	Design	• Designing a stable structure that is able to support weight. • Creating a frame structure with a focus on triangulation.	• Noticing wider-reaching problems or needs in the community. • Coming up with a broader range of ideas and deeper innovation, requiring pupils to think critically about their ideas' practicality and originality. • Beginning to use more complex annotated sketches, such as cross-sectional and exploded diagrams and pattern pieces in design.				• Researching existing recipes. • Suggesting alternative ingredients. • Designing a packaging label.
	Make	• Making a range of different shaped beam bridges. • Using triangles to create truss bridges that span a given distance and support a load. • Building a bridge structure. • Independently measuring and marking materials accurately. • Selecting appropriate tools and equipment for particular tasks. • Using the correct techniques safely. • Identifying where a structure needs reinforcement and using card corners for support. • Explaining why selecting appropriating materials is an important part of the design process.	• Producing lists of equipment, materials and tools that they need for a task. • Selecting materials, components or ingredients based on research or user needs. • Explaining their choices, referring to their research. • Considering which equipment will work well together. • Choosing from the known range of equipment available to them with little guidance. • Assessing risks associated with different tools and equipment. • Understanding and explaining the importance of each safety rule. • Consistently apply safety instructions. • Cutting wood with a saw in small groups. • Understanding basic wood functional properties. • Cutting in a back-and-forth sawing motion where appropriate. • In supervised groups, using hot glue guns safely. • Recognising that hot glue is useful for joining materials that need a strong bond that sets quickly.				• Writing an alternative recipe. • Understanding cross-contamination. • Using preparation skills. • Making a developed recipe.
	Evaluate	• Adapting and improving own bridge structure by identifying points of weakness and reinforcing them as necessary. • Suggesting points for improvements for own bridges and those designed by others.	• Assessing their designs against a more complex set of design criteria that includes functionality, aesthetics, user experience, sustainability and cost. • Providing feedback that is helpful, specific and encouraging. • Incorporating feedback from peers or users to improve their product further, explaining the changes they made and the impact they had.				• Explaining the farm to fork process. • Analysing nutritional content.

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Knowledge	Technical	• To understand some different ways to reinforce structures. • To understand how triangles can be used to reinforce bridges. • To know that properties are words that describe the form and function of materials. • To understand why material selection is important based on properties.	• To know that the mechanism in an automata uses a system of cams, axles and followers. • To know that different shaped cams produce different outputs. • To know which mechanisms are working together to make a mechanical system. • To know that there are different directions of movement. • To know that mechanisms can change one type of movement to another. • To understand the material (functional and aesthetic) properties of wood				• To know that beef comes from cows reared on farms. • To know that recipes can be adapted to suit nutritional needs and dietary requirements. • To know that nutritional information is found on food packaging. • To know that coloured chopping boards can prevent cross-contamination. • To know that food packaging serves many purposes.
	Additional		• To know that a design brief is a description of what I am going to design and make. • To know that designers often want to hide mechanisms to make a product more aesthetically pleasing.				
Maker			Eric Williamson https://www.timberkits.com/about/our-team				Akis Petretzikis https://www.bbc.co.uk/food/chefs/akis_petretzikis
Vocabulary:			evaluating, design brief, design criteria, innovative, prototype, user, purpose, function, appealing, planning, annotated sketch, sensory evaluations, Accurate, Automata, Axle, Bench hook, Cam, Cam profile, Component, Cross-sectional diagram, Diagram, Dowel, Exploded-diagram, Follower, Form, Frame, Housing, Mechanism, Visual, sustainability, CAD software				design decisions, functionality, authentic, user, purpose, design specification, design brief, innovative, research, evaluate, design criteria, annotate, evaluate, mock-up, prototype dough, bran, wholemeal, unleavened, baking soda, spice, herbs fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance,
Careers			• Market researcher • Data analysts • Product designer • Engineer • Toy maker • Accountant • Pattern maker				• Market researcher • Data analysts • Product designer • Engineer • Toy maker • Accountant • Pattern maker



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Curriculum Map 2026-2027

		•Carpenter •Quality assurance officer •Advertising executive				•Carpenter •Quality assurance officer - Advertising executive
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Curriculum Map 2026-2027

Year 6		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Cooking and nutrition Come dine with me			Electronics Steady hand game -science	Textiles Sewing a pencil case
Skills	Design		• Writing a recipe, explaining the key steps, method and ingredients. • Including facts and drawings from research undertaken.			• Designing a steady hand game – identifying and naming the component required. • Drawing a design from three different perspectives. • Generating ideas through sketching and discussion. • Modelling ideas through prototypes.	• Designing a pencil case in accordance to specification linked to design criteria to fit a specific theme. • Annotating designs
	Make		• Following a recipe, including using the correct quantities of each ingredient. • Adapting a recipe based on research. • Working to a given timescale. • Working safely and hygienically with independence.			• Constructing a stable base for a game. • Accurately cutting, folding and assembling a net. • Decorating the base of the game to a high quality finish. • Making and testing a circuit. • Incorporating a circuit into a base.	• Using template pinning panels on to the fabric • Marking and cutting fabric accurately. In accordance with a design • Sewing a strong running stitch, and blanket stitch making small neat stitches and following the edge. • Tying strong knots • Decorating a pencil case attaching objects using thread and adding a zip.
	Evaluate		• Evaluating a recipe, considering: taste, smell, texture and origin of the food group. • Taste testing and scoring final products. • Suggesting and writing up points of improvements when scoring others' dishes, and when evaluating their own throughout the planning, preparation and cooking process. • Evaluating health and safety in production to minimise cross contamination.			• Testing own and others finished games, identifying what went well and making suggestions for improvement.	• Evaluating the work of others and receiving feedback on own work. • Applying points of improvements • Describing changes they would make/ do if they were to do the project again. • Evaluating work continually as it is created
Knowledge			• To know that 'flavour' is how a food or drink tastes. • To know that many countries have 'national dishes' which are recipes associated with that country. • To know that 'processed food' means food that has been put through multiple changes in a factory.			• To know that batteries contain acid, which can be dangerous if they leak. • To know the names of the components in a basic series circuit, including a buzzer.	• Learning different decorative stitches • Application and outcome of the individual technique • Sewing accurately with even regularity of stitches

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		• To understand that it is important to wash fruit and vegetables before eating to • remove any dirt and insecticides. • To understand what happens to a certain food before it appears on the • supermarket shelf (Farm to Fork).				
Maker		Poppy O'Tool https://www.bbc.co.uk/food/chefs/poppy_otool http://lizziehoughton.com/				Maker Lizzie Houghton http://lizziehoughton.com/
Vocabulary:		evaluating, design brief design criteria, innovative, prototype, user, purpose, function, prototype, design criteria, innovative, appealing, design brief, planning, annotated sketch, sensory evaluations, fastenings Balance, Bitter Bridge method, Complement, Cookbook, Farm to fork, Method, Nationality, Reared, Research, Pairing, Preparation, Salty, Sour, Storyboard, Sweet, Umami			Circuit, complete circuit, circuit diagram, circuit symbol, cell, buzzer, motor, switch, voltage, reed switch, toggle switch, push-to-make switch, push-to-break switch, light dependent resistor (LDR), tilt switch, light emitting diode (LED), bulb, bulb holder, battery, battery holder, USB cable, wire, insulator, conductor, crocodile clip control, program, system, input device, output device, series circuit, parallel circuit	evaluating, design brief design criteria, innovative, prototype, user, purpose, function, prototype, design criteria, innovative, appealing, design brief, planning, annotated sketch, sensory evaluations, fabric, names of fabrics, names of fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance name of textiles, blanket stitch, woven fabric, non-woven fabric, scraps, wadding, selvedge, raw edge, stitch length, trim
Careers		•Market researcher •Data analysts •Product designer •Accountant •Food scientist •Chef •packaging designer •Quality assurance officer •Advertising executive				•Market researcher •Data analysts •Product designer •Accountant •Food scientist •Chef •packaging designer •Quality assurance officer - Advertising executive