DT Units				
	Term 1	Term 2	Term 3	
Reception (EYFS topics are adapted to children's interests each year, therefore are subject to change)	Cutting skills, folding, joining skills Construction play	Cutting skills, folding, joining skills Construction play	Cutting skills, folding, joining skills Construction play	
Year 1	Food Technology - Fruit Salad	Mechanisms - levers and sliders	Kites - structures	
Year 2	Food Technology - Where food comes from	Textiles - puppets	Mechanisms - Beach Buggy	
Year 3	Food Technology - wraps	Mechanisms - levers and linkages pneumatic system	ns Textiles - design, print and embelish cushion covers	
Year 4	Electrical systems – torches (circuits) using CHRISTMAS CARDS – COPPER TAPE, LED LIGHTS, BATTERIES.	Construction – strengthen, stiffen and reinforce	Food Technology - adapting recipe eg pizzas	
Year 5	Textiles - design and make pencil cases	Mechanisms: Gears and Pulleys-	Food Technology	
Year 6	Electrical Systems - games	Construction - Bridges	Food Technology - savoury Computer Programming - snacks Lego crocodiles	

	Themes to develop sense of place:		
		Small Steps of Knowledge	Vocabulary
	e		
Reception		Show curiosity about objects, events and people Questions why things happen Engage in open-ended activity Thinking of ideas Find ways to solve problems / find new ways to do things / test their ideas Use senses to explore the world around them Create simple representations of events, people and objects Planning, making decisions about how to approach a task, solve a problem and reach a goal Checking how well their activities are going Changing strategy as needed Reviewing how well the approach worked	Choose the resources they need for their chosen activities Handle equipment and tools effectively Children know the importance for good health of a healthy diet They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 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

	Topics to develop sense of place:	Food Technology	Mecha	anisms	Structures
		Knowledge/Skills			Vocabulary
	Food Technology`	 That all food comes from plate that everyone should eat at least five possible very day how to prepare simple dishes safely without using a heat sou how to use techniques such as cutting, 	ortions of fruit and and hygienically, rce	fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients,	
Year One	Mechanisms	 Explore and use sliders Understand that different modifferent types of movement. Know a vocabulary relevant to the position 	echanisms produce and use technical	paper fast	, slot, bridge/guide, card, masking tape, ener, join, pull, push, up, down, straight, rve, forwards, backwards
	Structures	 Know how to make freesta stronger, stiffer and more Know and use technical vertex to the project. 	stable.	top, underneath, si corner, point, strai	cut, fold, join, fix wer, framework, weak, strong, base, de, edge, surface, thinner, thicker, ght, curved, metal, wood, plastic are, rectangle, cuboid, cube, cylinder

	Topics to develop sense of place:		
		Knowledge/Skills	Vocabulary
Year Two	Food Technology	That all food comes from plants or animals • that food has to be farmed, grown elsewhere or is caught • how to name and sort foods into the five groups • that everyone should eat at least five portions of fruit and vegetables every day • how to prepare simple dishes safely and hygienically, without using a heat source *cut, peel and grate with increasing confidence	fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients
	Textiles	 Understand how simple 3-D textile products are made, using a template to create two identical shapes. Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. Explore different finishing techniques • Know and use technical vocabulary relevant to the project. 	joining and finishing techniques, tools, fabrics and components, template, pattern pieces, mark out, join, decorate, finish
	Mechanisms	 Explore and use wheels, axles and axle holders. Distinguish between fixed and freely moving axles. Know and use technical vocabulary relevant to the project. 	vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism names of tools, equipment and materials used

	Topics to develop sense of place:		
		Knowledge/Skills	Vocabulary
Year Three	Food Technology	 Know that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world Know that a healthy diet is made up from a variety and balance of different food and drink that to be active and healthy, food and drink are needed to provide energy for the body Know to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source *carefully select ingredients *make product look attractive *grow in confidence using some of the following techniques: peeling, chopping, slicing, grating, mixing, spreading, kneading and baking 	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 healthy/varied diet
	Mechanisms	 Understand and use lever and linkage mechanisms. Distinguish between fixed and loose pivots. Know and use technical vocabulary relevant to the project. 	mechanism, lever, linkage, pivot, slot, bridge, guide system, input, process, output linear, rotary, oscillating, reciprocating
	Textiles	 Know how to strengthen, stiffen and reinforce existing fabrics. Understand how to securely join two pieces of fabric together. Understand the need for patterns and seam allowances. Know and use technical vocabulary relevant to the project. 	fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance

	Topics to develop sense of place:		
		Knowledge/Skills	Vocabulary
Year Four	Food Technology	 Know that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world Know that a healthy diet is made up from a variety and balance of different food and drink that to be active and healthy, food and drink are needed to provide energy for the body Know to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking *carefully select ingredients 	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 healthy/varied diet
	Electrical Systems	 Understand and use electrical systems in their products linked to science coverage. Apply their understanding of computing to program and control their products. Know and use technical vocabulary relevant to the project. 	series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor, crocodile clip, control, program, system, input device, output device
	Construction	 Develop and use knowledge of how to construct strong, stiff shell structures. Develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes. Know and use technical vocabulary relevant to the project. 	shell structure, three-dimensional (3-D) shape, net, cube, cuboid, prism, vertex, edge, face, length, width, breadth, capacity, marking out, scoring, shaping, tabs, adhesives, joining, assemble, accuracy, material, stiff, strong, reduce, reuse, recycle, corrugating, ribbing, laminating, font, lettering, text, graphics, decision,

	Topics to develop sense of place:		
		Knowledge / Skills	Vocabulary
Year Five	Food Technology	In late KS2 pupils should also know: • that seasons may affect the food available • how food is processed into ingredients that can be eaten or used in cooking prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source • how to use a range of techniques	ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality utensils, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble
	Mechanisms - Gears and pulleys	 Understand that mechanical and electrical systems have an input, process and an output. Understand how gears and pulleys can be used to speed up, slow down or change the direction of movement. Know and use technical vocabulary relevant to the project. 	pulley, drive belt, gear, rotation, spindle, driver, follower, ratio, transmit, axle, motor, circuit, switch, circuit diagram, annotated drawings, exploded diagrams, mechanical system, electrical system, input, process, output
	Textiles	 Produce a 3-D textile product from a combination of accurately made pattern pieces, fabric shapes and different fabrics. Understand how fabrics can be strengthened, stiffened and reinforced where appropriate. Know and use technical vocabulary relevant to the project. 	seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces, name of textiles and fastenings used, pins, needles, thread, pinking shears, fastenings,

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Food Technology	Prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source • how to use a range of techniques In late KS2 pupils should also know: • that recipes can be adapted to change the appearance, taste, texture and aroma • that different food and drink contain different substances – nutrients, water and fibre – that are needed for health *prepare and cook a variety of savoury dishes safely and hygienically including, where appropriate, the use of heat source. *use a range of techniques confidently such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.	ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality utensils, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble
Construction	 Understand how to strengthen, stiffen and reinforce 3-D frameworks. Know and use technical vocabulary relevant to the project. 	frame structure, stiffen, strengthen, reinforce, triangulation, stability, shape, join, temporary, permanent
Electrical Systems/Computer Programming	 Understand and use electrical systems in their products linked to science coverage. Apply their understanding of computing to program, monitor and control their products. Know and use technical vocabulary relevant to the project. 	series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor, crocodile clip, control, program, system, input device, output device