

Year 1	Textiles Seam allowance, joining & selecting appropriate techniques to decorate materials.		Mechanics Leavers, wheels and winding			Year 1 Food Technology Breakfast Make a fruit and yoghurt pot.
Year 2	Materials Cutting and shaping; measure and mark (cm) & joining techniques		Construction Drilling, screwing, gluing and nailing		Year 2 Food Technology Prepare to Party Make party dish.	Electronics & Computing Diagnose faults in battery operated devices. Model designs using software.
Year 3	Textiles Shape using templates; running stitch & colour and decorate textiles			Year 3 Food Technology Be a Baker Make some bread	Mechanics Scientific knowledge of the transference of forces	
Year 4	Construction Structures- choosing suitable techniques to construct and strengthen		Year 4 Food Technology Lovely Lunch Make a sandwich for a family member	Electricals, Electronics and Computing Create series and parallel circuits Control and monitor models using software.	Materials Cut with precision and refine; qualities of materials.	
Year 5		Year 5 Food Technology Serve a Salad Make a salad for a busy teacher.	Mechanics Convert rotary motion to linear & innovate combinations of electronics and mechanics in product design.		Textiles Create objects that employ a seam allowance; use a combination of stitching techniques & create visual and tactile effects.	
Year 6	Year 6 Food Technology Grab and Go Make an all in one hand held meal.	Materials Accurate cutting: measure and mark (mm), cuts within the perimeter of the material, selecting joining techniques	Construction Develop a range of practical skills to create products		Electricals, Electronics and Computing Create Circuits	