



	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>EYFS</b>	Children explore construction materials (blocks, junk modelling, clay, fabric).  Introduce basic tools: glue spreaders, tape, hole punchers.  Focus on safe use and sensory exploration	Safely use and explore complex tools to attach and join	Develop their own ideas and express them through making.  Begin to plan and problem solve.	Make choices about materials and techniques.  Persist when things are challenging.	Safely use and explore a variety of materials and tools.  Develop confidence in using techniques.	Safely use and explore a variety of materials, tools and techniques.  Share their creations, explaining the process they have used.  Make use of props and materials in imaginative play.
<b>Year 1</b>		How do I construct something I have designed?			How does the design of something support its purpose?	Can you explore ways of constructing parts of a design?
<b>Year 2</b>	Can you construct parts of a design? Can you produce a final design? Can you compare your design to the final product?		Can you explore ways of constructing parts of a design?  Can you list materials and tools needed for production?  Can you compare your design and product explaining any differences?	Can you explore ways of constructing parts of a design?  Can you produce a final design proposal?  Can you list materials and tools needed for production?  Can you compare their design and product explaining any differences?	Can you explore ways of constructing parts of a design?  Can you list materials and tools needed for production?  Can you compare your design and product explaining any differences?	



<b>Year 3</b>		What materials, tools and techniques can I use to enhance my designs? Can I compare designs and products, explaining differences and suggesting improvements?	Can I design, make and review?		What materials, tools and techniques are best for a given purpose? Can I plan, make and evaluate a design effectively?	
<b>Year 4</b>		Can I model, test and explore a variety of designs? Can I use tools and techniques independently to create a product to meet a need?		Can I use modelling and testing to explore parts of a design? Can I produce and evaluate a final piece using appropriate tools and materials?	Can I select and use a range of materials, tools and techniques for production?	
<b>Year 5</b>	How are technologies developed by space scientists used in everyday life?				Can I evaluate the success of a product and suggest improvements to its design?	
<b>Year 6</b>	How does modelling help us understand the difference between design and functionality?	How can we use the power of electricity to create games?		How can you design a menu that is healthy, uses sustainable produce and is island themed? What features of your dishes would be most important in your advert? Why?	Can you use modelling and testing to improve a design? Can you produce a final design proposal identifying materials and tools needed?	How can you safely plan for production of food? How can you evaluate the success of a product against its original design and suggest improvements?