

<b>Reception</b>			
<b>Year 1</b>	<b>Mechanisms: Exploring sliders and movements</b> • Assemble • Design • Evaluation • Mechanism • Model • Sliders • Stencil • Target audience • Template • Test		
	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
	<b>Structures: Constructing a windmill</b> <ul style="list-style-type: none"> <li>• Client</li> <li>• Design</li> <li>• Evaluation</li> <li>• Net</li> <li>• Stable</li> <li>• Strong</li> <li>• Test</li> <li>• Weak</li> <li>• Windmill</li> </ul>	<b>Mechanisms: Fairground wheel</b> <ul style="list-style-type: none"> <li>• Axle</li> <li>• Decorate</li> <li>• Evaluation</li> <li>• Ferris wheel</li> <li>• Mechanism</li> <li>• Stable</li> <li>• Strong</li> <li>• Test</li> <li>• Waterproof</li> <li>• Weak</li> </ul>	<b>Food: Fruit and vegetables</b> <ul style="list-style-type: none"> <li>• Blender</li> <li>• Carton</li> <li>• Fruit</li> <li>• Healthy</li> <li>• Ingredients</li> <li>• Peel</li> <li>• Peeler</li> <li>• Recipe</li> <li>• Slice</li> <li>• Smoothie</li> <li>• Stencil</li> <li>• Template</li> <li>• Vegetable</li> </ul>
<b>Year 2</b>	<b>Food: Hidden Sugars</b> • Alternative • Diet • Balanced diet • Evaluation • Expensive • Healthy • Ingredients • Nutrients • Packaging • Refrigerator • Sugar • Substitute		
	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
	<b>Structures: Baby bear's chair</b> <ul style="list-style-type: none"> <li>• Function</li> <li>• Man-made</li> <li>• Mould</li> <li>• Natural</li> <li>• Stable</li> <li>• Stiff</li> <li>• Strong</li> <li>• Structure</li> <li>• Test</li> <li>• Weak</li> </ul>	<b>Mechanisms: Making a moving monster</b> <ul style="list-style-type: none"> <li>• Evaluation</li> <li>• Input</li> <li>• Lever</li> <li>• Linear motion</li> <li>• Linkage</li> <li>• Mechanical</li> <li>• Mechanism</li> <li>• Motion</li> <li>• Oscillating motion</li> <li>• Output</li> <li>• Pivot</li> <li>• Reciprocating motion</li> <li>• Rotary motion</li> <li>• Survey</li> <li>•</li> </ul>	<b>Textiles: Puppets</b> <ul style="list-style-type: none"> <li>• Decorate</li> <li>• Design</li> <li>• Fabric</li> <li>• Glue</li> <li>• Model</li> <li>• Hand puppet</li> <li>• Safety pin</li> <li>• Staple</li> <li>• Stencil</li> <li>• Template</li> </ul>

# Year 3

**Textiles: Cross stitch and Applique** • Accurate • Applique • Cross-stitch • Cushion • Decorate • Detail • Fabric • Patch • Running-stitch • Seam • Stencil • Stuffing • Target audience • Target customer • Template

**Mechanisms: Exploring pneumatics** • Exploded-diagram • Function • Input • Lever • Linkage • Mechanism • Motion • Net • Output • Pivot • Pneumatic system • Thumbnail sketch

Autumn

Spring

Summer

## Food: Eating seasonally

- Climate
- Dry climate
- Exported
- Imported
- Mediterranean climate
- Nationality
- Nutrients
- Polar climate
- Recipe
- Seasonal food
- Seasons
- Temperate climate
- Tropical climate

## Digital world: Electronic charms

- Analogue
- Badge
- CAD
- Control
- Design requirements
- Develop
- Digital
- Digital revolution
- Digital world
- Display
- Electronic
- Electronic products
- Fasten
- Feature
- Function
- Initiate
- Key features
- Layers
- Loops
- Micro: bit
- Monitor
- Net
- Point of sale
- Product
- Product design
- Program
- Sense
- Simulator
- Smart wearables
- Stand
- Technology
- Template
- Test
- User

## Structures: Constructing a castle

- 2D shapes
- 3D shapes
- Castle
- Design criteria
- Evaluate
- Facade
- Feature
- Flag
- Net
- Recyclable
- Scoring
- Stable
- Strong
- Structure
- Tab
- Weak

# Year 4

**Textiles: Evaluating Fastenings** • Aesthetic • Assemble • Book sleeve • Design criteria • Evaluation • Fabric • Fastening • Mock-up • Net • Running-stitch • Stencil • Target audience • Target customer • Template

**Food: Following a recipe** • Adapt • Budget • Cooling rack • Creaming • Equipment • Evaluation • Flavour • Ingredients • Method • Net • Packaging • Prototype • Quantity • Recipe • Rubbing • Sieving • Target audience • Unit of measurement • Utilities

Autumn	Spring	Summer
<p><b>Electrical systems: Torches</b></p> <ul style="list-style-type: none"> <li>• Battery</li> <li>• Bulb</li> <li>• Buzzer</li> <li>• Cell</li> <li>• Component</li> <li>• Conductor</li> <li>• Copper</li> <li>• Design criteria</li> <li>• Electrical item</li> <li>• Electricity</li> <li>• Electronic item</li> <li>• Function</li> <li>• Insulator</li> <li>• Series circuit</li> <li>• Switch</li> <li>• Test</li> <li>• Torch</li> <li>• Wire</li> </ul>	<p><b>Mechanical systems: Making a slingshot car</b></p> <ul style="list-style-type: none"> <li>• Aesthetic</li> <li>• Air resistance</li> <li>• Chassis</li> <li>• Design</li> <li>• Design criteria</li> <li>• Function</li> <li>• Graphics</li> <li>• Kinetic energy</li> <li>• Mechanism</li> <li>• Net</li> <li>• Structure</li> </ul>	<p><b>Structures: Pavilions</b></p> <ul style="list-style-type: none"> <li>• Aesthetic</li> <li>• Cladding</li> <li>• Design criteria</li> <li>• Evaluation</li> <li>• Frame structure</li> <li>• Function</li> <li>• Inspiration</li> <li>• Pavilion</li> <li>• Reinforce</li> <li>• Stable</li> <li>• Structure</li> <li>• Target audience</li> <li>• Target customer</li> <li>• Texture</li> <li>• Theme</li> </ul>

# Year 5

Autumn	Spring	Summer
<b>Electrical systems: Electronic greeting cards</b> <ul style="list-style-type: none"><li>• Battery</li><li>• Buzzer</li><li>• Circuit</li><li>• Coin cell battery</li><li>• Component</li><li>• Conductor</li><li>• Copper</li><li>• Design</li><li>• Design criteria</li><li>• Function</li><li>• Innovative</li><li>• Insulator</li><li>• LED</li><li>• Modify</li><li>• Series circuit</li><li>• Switch</li><li>• Target audience</li><li>• Test</li><li>• Wire</li></ul>	<b>Mechanical systems: Making a pop-up book</b> <ul style="list-style-type: none"><li>• Aesthetic</li><li>• Computer-aided design (CAD)</li><li>• Caption</li><li>• Design</li><li>• Design brief</li><li>• Design criteria</li><li>• Exploded-diagram</li><li>• Function</li><li>• Input</li><li>• Linkage</li><li>• Mechanism</li><li>• Motion</li><li>• Output</li><li>• Pivot</li><li>• Prototype</li><li>• Slider</li><li>• Structure</li><li>• Template</li></ul>	<b>Food: What could be healthier?</b> <ul style="list-style-type: none"><li>• Beef</li><li>• Cross-contamination</li><li>• Diet</li><li>• Ethical issues</li><li>• Farm</li><li>• Healthy</li><li>• Ingredients</li><li>• Method</li><li>• Nutrients</li><li>• Packaging</li><li>• Reared</li><li>• Recipe</li><li>• Research</li><li>• Substitute</li><li>• Supermarket</li><li>• Vegan</li><li>• Vegetarian</li><li>• Welfare</li></ul>

# Year 6

Autumn	Spring	Summer
<b>Textiles: Waistcoats</b> <ul style="list-style-type: none"><li>• Accurate</li><li>• Adapt</li><li>• Annotate</li><li>• Design</li><li>• Design criteria</li><li>• Detail</li><li>• Fabric</li><li>• Fastening</li><li>• Knot</li><li>• Properties</li><li>• Running-stitch</li><li>• Seam</li><li>• Sew</li><li>• Shape</li><li>• Target audience</li><li>• Target customer</li><li>• Template</li><li>• Thread</li><li>• Unique</li><li>• Waistcoat</li><li>• Waterproof</li></ul>	<b>Structures: Playgrounds</b> <ul style="list-style-type: none"><li>• Adapt</li><li>• Apparatus</li><li>• Bench hook</li><li>• Cladding</li><li>• Coping saw</li><li>• Design</li><li>• Dowel</li><li>• Evaluation</li><li>• Feedback</li><li>• Idea</li><li>• Jelutong</li><li>• Landscape</li><li>• Mark out</li><li>• Measure</li><li>• Modify</li><li>• Natural materials</li><li>• Plan view</li><li>• Playground</li><li>• Prototype</li><li>• Reinforce</li><li>• Sketch</li><li>• Strong</li><li>• Structure</li><li>• Tenon saw</li><li>• Texture</li><li>• User</li><li>• Vice</li><li>• Weak</li></ul>	<b>Digital world: Navigating the world</b> <ul style="list-style-type: none"><li>• 3D</li><li>• Application (apps)</li><li>• Biodegradable</li><li>• Boolean</li><li>• Cardinal compass</li><li>• Client</li><li>• Compass</li><li>• Concept</li><li>• Convince</li><li>• Corrode</li><li>• Duplicate</li><li>• Environmentally friendly</li><li>• Equipment</li><li>• Feature</li><li>• Finite</li><li>• Function</li><li>• Functional</li><li>• GPS tracker</li><li>• If statement</li><li>• Infinite</li><li>• Investment</li><li>• Lightweight</li><li>• Loop</li><li>• Manufacture</li><li>• Materials (wood, metal, plastic etc.)</li><li>• Mouldable</li><li>• Navigation</li><li>• Non-recyclable</li><li>• Product lifecycle</li><li>• Product lifespan</li><li>• Program</li><li>• Recyclable</li><li>• Smart</li><li>• Sustainable</li><li>• Sustainable design</li><li>• Unsustainable design</li><li>• Variable</li><li>• Workplane</li></ul>