

Reception		
Structures - junk modelling	Food - soup	
<ul style="list-style-type: none"> ● Join ● Stick ● Cut ● Bend ● Slot ● Scissors ● Measure ● Materials ● Fix 	<ul style="list-style-type: none"> ● Fruit ● Vegetables ● Safety ● Knife ● Blade ● Tool ● Edge ● Handle ● Chop ● Slice ● Cut ● Saucepan ● Blender ● Chopping board ● Hob ● Boil ● Blend ● Mix ● Packaging ● Recyclable ● Metal ● Plastic ● Reusable 	

Year 1		
Structures - Goldilocks' chair	Mechanisms - moving story book	Food - smoothies
<ul style="list-style-type: none"> • design criteria • man-made • natural • properties • structure • stable • shape • model • test 	<ul style="list-style-type: none"> • adapt • assemble • design • design criteria • input • mechanism • model • sliders • test 	<ul style="list-style-type: none"> • blend • blender • chopping board • compare • cut • design • evaluate • flavour • fork • fruit • healthy • ingredients • juice • juicer • leaf • plant • recipe • root • seed • select • smoothie • stem • table knife • taste • tree • vegetable • vine

Year 2		
Textiles - Christmas decoration	Structures - castles	Food - wraps
<ul style="list-style-type: none"> • decorate • fabric • fabric glue • knot • needle • needle thresher • running stitch • sew • template • thread 	<ul style="list-style-type: none"> • 2D • 3D • castle • design • key features • net • scoring • shape • stable • stiff • strong • structure • tab 	<ul style="list-style-type: none"> • appearance • balanced • carbohydrates • chopping board • combination • cut • dairy • design • design brief • diet • evaluate • feel • fruit • grate • grater • ingredients • menu • oils • proteins • review • scissors • smell • snip • spread • spreads • table knife • taste • vegetables

Year 3		
Textiles - cushion	Electrical systems - electric poster	Mechanisms - pneumatic systems
<ul style="list-style-type: none"> • asymmetrical • appliqu� • cotton • cross-stitch • embellish • fabric • patch • pinking • polyester • running stitch • silk • symmetrical • template • thread • unique 	<ul style="list-style-type: none"> • battery • bulb • circuit • circuit component • crocodile wire • design • design criteria • develop • electric product • electrical system • feedback • final design • information design • initial ideas • peer-assessment • public • research • self-assessment • sketch 	<ul style="list-style-type: none"> • mechanism • lever • pivot • linkage system • pneumatic system • input • output • component • thumbnail sketch • research • adapt • properties • reinforce • motion

Year 4		
Structures - pavilions	Electrical systems - torches	Food - eating seasonally
<ul style="list-style-type: none"> • 3D shapes • cladding • design criteria • innovative • natural • reinforce • structure 	<ul style="list-style-type: none"> • battery • bulb • buzzer • circuit diagram • component • conductor • electrical item • electricity • electronic item • insulator • series circuit • switch • target audience • test • torch • wire 	<ul style="list-style-type: none"> • appearance • arid • climate • complementary • country • cut • design • evaluate • export • fruit • grate • import • ingredients • Mediterranean • mock-up • mountain • peel • polar • seasonal • seasons • snip • taste • temperate • texture • tropical • vegetable • weather

Year 5		
Textiles - stuffed toys	Structures - bridges	Mechanisms - pop-up book
<ul style="list-style-type: none"> • accurate • annotate • appendage • blanket-stitch • design criteria • detail • evaluation • fabric • sew • shape • stuffed toy • stuffing • template 	<ul style="list-style-type: none"> • accuracy • aesthetics • arch bridge • assemble • beam bridge • bench hook/vice • corrugation • evaluate • factors • hardwood • joints • lamination • mark out • material properties • quality of finish • reinforce • rigid • sandpaper/glasspaper • softwood • stability • stiffness • strength • technique • tenon saw/coping saw • truss bridge • visual appeal • wood file/rasp • wood sourcing 	<ul style="list-style-type: none"> • criteria • design • input • mechanism • model • motion • reinforce • research

Year 6

Food - bread

Electrical systems - steady hand game

- assemble
- battery
- battery pack
- benefit
- bulb
- bulb holder
- buzzer
- circuit
- circuit symbol
- component
- conductor
- copper
- design
- design criteria
- evaluation
- fine motor skills
- fit for purpose
- form
- function
- gross motor skills
- insulator
- LED
- user