

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

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

Year 2

Textiles - Christmas  
decoration

- decorate
- fabric
- fabric glue
- knot
- needle
- needle threader
- running stitch
- sew
- template
- thread

Structures - castles

- 2D
- 3D
- castle
- design
- key features
- net
- scoring
- shape
- stable
- stiff
- strong
- structure
- tab

Food - wraps

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

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

Year 5

Textiles - stuffed toys

- accurate
- annotate
- appendage
- blanket-stitch
- design criteria
- detail
- evaluation
- fabric
- sew
- shape
- stuffed toy
- stuffing
- template

Structures - bridges

- 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

Mechanisms - pop-up book

- criteria
- design
- input
- mechanism
- model
- motion
- reinforce
- research

Year 6	
Food - bread	Electrical systems - steady hand game
	<ul style="list-style-type: none"> <li>• assemble</li> <li>• battery</li> <li>• battery pack</li> <li>• benefit</li> <li>• bulb</li> <li>• bulb holder</li> <li>• buzzer</li> <li>• circuit</li> <li>• circuit symbol</li> <li>• component</li> <li>• conductor</li> <li>• copper</li> <li>• design</li> <li>• design criteria</li> <li>• evaluation</li> <li>• fine motor skills</li> <li>• fit for purpose</li> <li>• form</li> <li>• function</li> <li>• gross motor skills</li> <li>• insulator</li> <li>• LED</li> <li>• user</li> </ul>