

	EYFS Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Cooking and Nutrition	<p>To talk about the differences between materials and changes they notice.</p> <p>Make healthy choices about food, drink, activity and toothbrushing.</p>	<p>To know the names of a variety of fruits and vegetables and describe their taste, smell, and texture.</p> <p>Know that some fruits and vegetables need to be washed, cut, cored peeled or grated before they can be eaten.</p> <p>To know where fruit and vegetables come from.</p> <p>Understand basic food hygiene.</p> <p>Use a range of utensils (knives, graters, peelers)</p> <p>Unit 1 - Eat More Fruit and Vegetables</p>	<p>To name and sort a variety of pizza toppings into which food group they belong to.</p> <p>Explore different types of bread.</p> <p>To use the model of a balanced plate and explain why each of the food groups is important.</p> <p>To design and make a healthy pizza following given criteria and evaluate this.</p> <p>Unit 3 – Perfect Pizzas</p>		<p>Explain what the term seasonal food means and understand what this looks like around the world.</p> <p>Discuss the benefits and problems of seasonal food and to know that some are available all year round.</p> <p>Practice slicing, dicing, beating, whisking, folding, sieving, rolling and grating.</p> <p>To follow recipes and design menus.</p> <p>To know some of the nutrients we get from fruits, veg, meat, fish and dairy; including vegetarian options.</p> <p>To understand how fish are caught, reared, processed, and used in healthy meals.</p> <p>Unit 3 – Seasonal Food</p>		<p>To explore nutritional values and that calories come from fats, proteins and carbohydrates.</p> <p>To explore different burger patties and buns based on global cuisine, dietary requirements, and nutritional value.</p> <p>To follow recipes to make different burger patties and sauces.</p> <p>Unit 1 – Burgers</p>
Inventions and Achievements				<p>To explain the invention of the Mackintosh.</p> <p>To investigate ways of making fabric waterproof.</p> <p>To explain and describe the world wide web and how this invention has changed the world.</p> <p>To explain how concrete is used to make structures more stable.</p> <p>To create a structure (made of newspaper and tape) strong enough to hold a range of objects.</p> <p>Unit 2 – British Inventors</p>		<p>To explain how the invention of paper has helped shaped the world and to test different types of paper and their strength.</p> <p>To explain what gunpowder is and how its invention helped shape the world.</p> <p>To explore compasses and design, make and evaluate a hanging/floating compass.</p> <p>To explore kites and design, make and evaluate a kite according to specific design criteria.</p> <p>To explore how different transmissions create different movements.</p> <p>To use a crank to change the motion on a transmission from circular to motion.</p> <p>Unit 2 – Chinese Inventions</p>	

Textiles	<p>To explore different materials freely, to develop their ideas about how to use them and what to make.</p> <p>To develop their own ideas and then decide which materials to use to express them.</p> <p>To join different materials and explore different textures.</p>		<p>To explore a variety of puppets, identifying and labelling their features.</p> <p>To cut out felt, using a template, and join pieces of felt together to create the features of a finger puppet.</p> <p>To use running and overstitch to join pieces of fabric together and sew buttons.</p> <p>To follow a design and evaluate a glove puppet for a particular purpose.</p> <p>Unit 1 - Puppets</p>		<p>To explain and evaluate the function and visual appeal of Christmas stockings, thinking about the decorative techniques that have been used.</p> <p>To use pins and different types of stitches to join pieces of fabric together, including hiding the finishing knot.</p> <p>To sew and embroider decoration.</p> <p>Unit 1 – Seasonal Stockings</p>	<p>To explore and explain the process of turning raw cotton into cloth; identifying and matching their properties.</p> <p>To identify and sew a range of stitches and be able to join two pieces of fabric together, using an appropriate stitch.</p> <p>To plan, design and evaluate a pattern piece to create a drawstring bag.</p> <p>To describe the job of a fashion designer.</p> <p>Unit 3 – Fashion and Textiles</p>	
Programming and Electrical Systems				<p>To explore illuminated signs.</p> <p>To create a range of circuits and describe the difference between diode and filament lights.</p> <p>To strip and twist wire to make permanent connections.</p> <p>To select materials and tools to design, make and evaluate an illuminated light box.</p> <p>Unit 3 – Light Up Signs</p>			<p>To explore the computer industry: the role of engineers; computer programs and memory chips.</p> <p>To write an algorithm and develop, model and communicate ideas for an embedded system.</p> <p>To evaluate and suggest ways to improve an algorithm by debugging.</p> <p>To know that Charles Babbage created the first mechanical computer.</p> <p>To know that Ada Lovelace is referred to as the world's first computer programmer.</p> <p>To know that Steve Jobs and Steve Wozniak co-founded Apple, Inc. to make the first Apple computers.</p> <p>Unit 3 – Programming Pioneers</p>

Stable Structures	<p>To make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a parl.</p> <p>To share their creations explaining the processes they have used.</p>	<p>To explore and evaluate a range of materials to make stable structures for a given object.</p> <p>To follow and evaluate a design and adapt it to make it fit for purpose.</p> <p>To identify the features of a toy garage.</p> <p>Unit 3 – Stable Structures</p>			<p>To explore a range of greenhouses and know how they work.</p> <p>To explain how the shape, weight and structure of a greenhouse helps its stability.</p> <p>To experiment with a range of materials, and 3D nets, to investigate stability of greenhouses.</p> <p>To design, make and evaluate a mini greenhouse.</p> <p>Unit 2 – Making Mini Greenhouses</p>	<p>To identify and explain a range of bridge structures, being able to test the strength and suitability.</p> <p>To explore bridge arches and investigate how height affects the weight of a load.</p> <p>To design, make and evaluate a suspension bridge following specific design criteria.</p> <p>Unit 1 – Building Bridges</p>	<p>To explore a range of birdhouses and the materials needed to create one.</p> <p>To know what a flat pack diagram is and how this becomes an exploded diagram.</p> <p>To be able to identify the necessary tools to build a bird house.</p> <p>To design, make and evaluate a bird house for a specific bird.</p> <p>Unit 2 – Bird House Builders</p>
Mechanical Systems	<p>To safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>To explore how things work.</p>	<p>To create and make a range of mechanisms out of card.</p> <p>To match a mechanism to the type of movement they produce.</p> <p>To design, make and evaluate a moving mini beast picture.</p> <p>Unit 2 – Moving Minibeasts</p>	<p>To investigate, identify and label a range of vehicles.</p> <p>To know and identify the different components of a moving base.</p> <p>To design, make and evaluate a moving vehicle.</p> <p>Unit 2 - Vehicles</p>	<p>To explore moving parts in storybooks, knowing the names of the different structures.</p> <p>To use a range of mechanisms for different effects.</p> <p>To design, make and evaluate a storybook with moving mechanisms.</p> <p>Unit 1 - Storybooks</p>			
Vocabulary	<p>Cut Stick</p>	<p>Eat More Fruit and Vegetables: Fruit, vegetable, hygiene, utensils, texture</p> <p>Stable Structures: material, stable, design, purpose</p> <p>Moving Minibeasts: movement, lever, pivot</p>	<p>Perfect Pizzas: carbohydrates, fats, protein, dairy, ingredients, hygiene.</p> <p>Puppets: material, thread, stitch, needle, template</p> <p>Vehicles: wheels, axis, chassis, design</p>	<p>British Inventors: invention, stable, structure, waterproof</p> <p>Light Up Signs: circuit, bulbs, design, construct</p> <p>Storybooks: lever, linkage, measure, design</p>	<p>Seasonal Food: hygiene, seasons, caught, reared, processed</p> <p>Seasonal Stockings: stitch, thread, needle, design</p> <p>Making Mini Greenhouses: materials, stable, suitable, design</p>	<p>Chinese Inventions: invention, gunpowder, compass, movement/motion</p> <p>Fashion and Textiles: manufacture, textiles, sew/stitch, pattern, thread</p> <p>Building Bridges: construction, design, load, structure, arch</p>	<p>Burgers: nutrition, healthy, recipe, utensils, suitability</p> <p>Programming Pioneers: algorithm, electrical components, design, prototypes</p> <p>Bird House Builders: construct, diagrams, safety, tools, suitability.</p>