

Year One

Textiles
Using thread – investigate weaving materials, knotting and wrapping
Using fabric- explore and identify different fabrics
e.g. Design and make a woven Christmas bauble
Evaluate

Structures
Identify and explore
Join structures in different ways
Make a prototype and respond to feedback
e.g. Design and make an emergency vehicle
Evaluate

Year Two

Textiles
Using thread – continue to work on knotting and wrapping.
Weaving flat and 3D
Running stitch
Using fabric – match and sort fabrics
Investigate dip dye.
e.g. Design and make a windsock
Evaluate

Mechanism
Explore mechanism used to create movement e.g. hinges or pivots
Intro 3 types of lever
e.g. Design and create a bridge with a moving part. Tower Bridge
Evaluate

Electrical Systems
Design a game with an electrical component
Evaluate

Link to science topic on the human body.

Structures
Build structures fit for purpose
Shell structures
Knowledge of the nets of shapes
e.g. Design and make a Tudor house
Evaluate

Year Four

Mechanisms
Levers and linkages connect using a wide range of fastenings e.g. split pins, paper fasteners.
e.g. Design and make an explorer pop up book.
Evaluate

Year Three

Textiles
Using thread- basic sewing stitches
Experiment to create different patterns.
Stitch two pieces together
e.g. Design and make national flower
Evaluate

Year Five

Textiles
Different sewing stitches
Create detail using a range of threads and stitches
Investigate tie dye
Weaving
Dying material
e.g. Create a woven wall hanging
Evaluate

Mechanisms
Investigate different cams
Investigate gears
e.g. Create a Roman gladiator with moving parts
Evaluate

Year Six

Textiles
Use different stitches
Create texture using different stitches
e.g. Sew a purse
Evaluate

Electrical systems
e.g. Create moon buggies with motors and axles
Evaluate

Road Map - Design and technology