

	SYSTEMS ELECTRICAL	COOKING AND NUTRITION SEASONAL AND LOCAL	TEXTILES
BIG IDEA	AGENTS FOR CHANGE (AFRICA - ANIMAL CAPTIVITY)	ANCIENT ANCESTORS (THE EGYPTIANS)	THROUGH THE AGES - VIKINGS AND ANGLO-SAXONS
PROJECT ON A PAGE	Simple circuits and switches Systems electrical progression in year 6 (monitoring and control 'crumbles')	Healthy and Varied Diet Cooking and nutrition Progression Year 4, 5 and 6	2D Shape to 3D Textiles progression in Y5 (fabric shapes)
SUGGESTED ACTIVITIES	<ul style="list-style-type: none"> Africa - Animal captivity (Simple circuits and switches) 	<ul style="list-style-type: none"> Egyptian Bread 	<ul style="list-style-type: none"> Viking coin purse (2D Shape to 3D)
FAMOUS IN THE FIELD <small>(SUGGESTED DESIGNS AND DESIGNERS)</small>	Dr. H. B. Sherman-The Sherman trap is a box-style animal trap.	Egyptian bread culture Source where the ingredients are grown/cultivated	Wallet designs
DESIGN	<ul style="list-style-type: none"> Gather information about needs and wants, and develop design criteria to inform the design of products that are fit for purpose, aimed at particular individuals or groups. Generate, develop, model and communicate realistic ideas through discussion and, as appropriate, annotated sketches, cross-sectional and exploded diagrams. 	<ul style="list-style-type: none"> Generate and clarify ideas through discussion with peers and adults to develop design criteria including appearance, taste, texture and aroma for an appealing product for a particular user and purpose. Use annotated sketches and appropriate information and communication technology, such as web-based recipes, to develop and communicate ideas. 	<ul style="list-style-type: none"> Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s. Produce annotated sketches, prototypes, final product sketches and pattern pieces.
MAKE	<ul style="list-style-type: none"> Order the main stages of making. Select from and use tools and equipment to cut, shape, join and finish with some accuracy. Select from and use materials and components including construction materials and electrical components according to their functional properties and aesthetic qualities. 	<ul style="list-style-type: none"> Plan the main stages of a recipe, listing ingredients, utensils and equipment. Select and use appropriate utensils and equipment to prepare and combine ingredients. Select from a range of ingredients to make appropriate food products, thinking about sensory characteristics. 	<ul style="list-style-type: none"> Plan the main stages of making. Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing. Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.
EVALUATE	<ul style="list-style-type: none"> Investigate and analyse a range of existing battery-powered products. Evaluate their ideas and products against their own design criteria and identify the strengths and areas for improvement in their work. 	<ul style="list-style-type: none"> Carry out sensory evaluations of a variety of ingredients and products. Record the valuations using e.g. tables and simple graphs. Evaluate the ongoing work and the final product with reference to the design criteria and the views of others. 	<ul style="list-style-type: none"> Investigate a range of 3-D textile products relevant to the project. Test their product against the original design criteria and with the intended user. Take into account others' views. Understand how a key event/individual has influenced the development of the chosen product and/or fabric.
TECHNICAL KNOWLEDGE AND UNDERSTANDING	<ul style="list-style-type: none"> Understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs and buzzers. Apply their understanding of computing to program and control their products. Know and use technical vocabulary relevant to the project. 	<ul style="list-style-type: none"> Know how to use appropriate equipment and utensils to prepare and combine food. Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught. Know and use relevant technical and sensory vocabulary appropriately. 	<ul style="list-style-type: none"> Know how to strengthen, stiffen and reinforce existing fabrics. Understand how to securely join two pieces of fabric together. Understand the need for patterns and seam allowances. Know and use technical vocabulary relevant to the project.
PRIOR LEARNING	<ul style="list-style-type: none"> Constructed a simple series electrical circuit in science, using bulbs, switches and buzzers. Cut and joined a variety of construction materials, such as wood, card, plastic, reclaimed materials and glue. 	<ul style="list-style-type: none"> Know some ways to prepare ingredients safely and hygienically. Have some basic knowledge and understanding about healthy eating and The eatwell plate. Have used some equipment and utensils and prepared and combined ingredients to make a product. 	<ul style="list-style-type: none"> Have joined fabric in simple ways by glueing and stitching. Have used simple patterns and templates for marking out. Have evaluated a range of textile products.
KEY VOCABULARY	series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor, crocodile clip control, program, system, input device, output device user, purpose, function, prototype, design criteria, innovative, appealing, design brief	name of products, names of equipment, utensils, techniques and ingredients texture, taste, sweet, sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savoury hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested healthy/varied diet planning, design criteria, purpose, user, annotated sketch, sensory evaluations	fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam Allowance user, purpose, design, model, evaluate, prototype, annotated sketch, functional, innovative, investigate, label, drawing, aesthetics, function, pattern pieces

