

TWO YEAR ROLLING PROGRAMME CYCLE A 2024-2025						
Year group/ Term	1	2	3	4	5	6
EYFS 1 & 2		Mechanisms: Making a moving story book 1. To review, recap and pre-assess 2. To explore making mechanisms 3. To design a moving storybook 4. To construct a moving picture 5. To construct a moving picture 6. To evaluate my finished product and post-assess		Structure: Constructing a windmill 1. To review, recap and pre-assess 2. To create a stable structure 3. To use tools and equipment accurately to make part of a structure 4. To join parts of a structure 5. To evaluate a structure 6. To post-assess		Cooking and nutrition: smoothies 1. To review, recap and pre-assess and to identify fruits 2. To describe where fruits and vegetables grow 3. To practise food preparation skills 4. To select ingredients for a recipe 5. To apply food preparation skills to a recipe 6. To evaluate against the design brief
3 & 4		Digital world: Electronic charm 1. To review, recap and pre-assess 2. To understand the impact of the digital revolution in the world of (D&T) product design 3. To write a program to initiate a flashing LED panel after button press and/or automatically initiate using the Micro:bit light sensing, as part of an eCharm 4. To create and decorate a foam pouch for the eCharm, using a template 5. To design a display badge and/or stand using CAD software for an eCharm product 6. To evaluate my finished product and post-assess		Structure: Constructing a castle 1. To review, recap and pre-assess 2. To recognise how multiple shapes are combined to form a strong and stable structure 3. To design a castle 4. To construct 3D nets 5. To construct and evaluate my final product 6. To evaluate my finished product and post-assess		Textiles: Cross-stitch and applique (<i>link to Mayan patterns</i>) 1. To review, recap and pre-assess 2. To learn how to sew cross-stitch and to applique 3. To develop and use a template 4. To assemble fabric parts into a fabric product 5. To decorate fabric using applique and cross-stitch 6. To evaluate my finished product and post-assess
5 & 6		Mechanical systems: Making a pop-up book 1. To review, recap and pre-assess 2. To design a pop-up book 3. To follow my design brief to make my pop-up book 4. To use layers and spaces to cover the working of mechanisms 5. To create a high-quality product suitable for a target user 6. To evaluate my finished product and post-assess		Cooking and nutrition: Developing a Recipe 1. To understand how ingredients are reared and processed 2. To make adaptations to design a recipe 3. To evaluate nutritional content 4. To practise food preparation skills 5. To design a product label 6. To follow and make an adapted recipe		Textiles: Stuffed Toys 1. To review, recap and pre-assess 2. To design a stuffed toy 3. To sew a blanket stitch 4. To create and add decorations to fabric 5. To use blanket stitch to assemble the components of a stuffed toy 6. To evaluate my finished product and post-assess

TWO YEAR ROLLING PROGRAMME CYCLE B 2025-2026						
Year group/ Term	1	2	3	4	5	6
EYFS 1 & 2		Mechanisms: Making a moving monster 1. To review, recap and pre-assess 2. To look at objects and understand how they move 3. To look at objects and understand how they move 4. To explore different design options 5. To make a moving monster 6. To evaluate my finished product and post-assess		Textiles: Pouches 1. To review, recap and pre-assess 2. To sew a running stitch 3. To sew a running stitch 4. To join fabrics using a running stitch 5. To decorate a pouch using fabric glue or stitching.		Cooking and nutrition: A balanced diet 1. To review, recap and pre-assess 2. To recognise foods and their food groups 3. To identify the balance of food groups in a meal 4. To identify an appropriate piece of equipment to prepare a given food 5. To select balanced combinations of ingredients 6. To design based on criteria 7. To evaluate a dish based on design criteria
3 & 4		Electrical systems: Torches 1. To review, recap and pre-assess 2. To learn about electrical items and how they work 3. To analyse and evaluate electrical products 4. To design a product to fit a set of specific user needs 5. To make and evaluate a torch 6. To evaluate my finished product and post-assess		Cooking and nutrition: Adapting a recipe 1. To pre-assess and evaluate existing biscuits 2. To prepare and cook a dish 3. To select ingredients and follow a budget 4. To take inspiration from existing products 5. To make and test a prototype biscuit 6. To evaluate a final product 7. To post-assess		Mechanical systems: Making a slingshot car 1. To review, recap and pre-assess 2. To build a car chassis 3. To design a shape that reduces air resistance 4. To make a model based on a chosen design 5. To assemble and test my completed product and To evaluate my finished product and post-assess
5 & 6		Electrical systems: Steady hand game 1. To review, recap and pre-assess 2. To research and analyse a range of children's toys 3. To design a steady hand game 4. To construct a stable base 5. To assemble electronics and complete their electronic game 6. To evaluate my finished product and post-assess		Structure: Playgrounds 1. To review, recap and pre-assess 2. To design a playground with a variety of structures 3. To build a range of structures 4. To improve and add detail to structures 5. To create a surrounding landscape and To evaluate my finished product and post-assess		Digital world: Navigating the world 1. To review, recap and pre-assess 2. To write a design brief and criteria based on a client request 3. To write a program to include multiple functions as part of a navigational device 4. To develop a sustainable product concept 5. To develop 3D CAD skills to produce a virtual model 6. To present a pitch to 'sell' the product to a specified client 7. To evaluate my finished product and post-assess