

# Nursery Journey



## Autumn

### Marvellous Me, Celebrations and Into the Woods

The children bake every week over the course of the term. They will use blocks to build a home. They will construct the 'leaf man's house and they will use stickle bricks to create a house from years ago. Then during autumn 2, the children will design and make the Gruffalo's house using junk modelling resources. They will create Christmas cards and construct a range of Christmas based crafts including making a shepherd. They will also sew a calendar.



## Spring

### Frozen Planet, Animals from a Hot Continent, Circle of Life and Growing and Changing

The children will make a habitat for a bear. They will also make a clay figure based on the terracotta army. During spring 2, the children will plant seeds in a pot that they have made themselves and create vegetable gardens using boxes and soil.



## Summer

### Tell Me a Story and Across the Sea

The children will build a castle using junk boxes and then paint these. They will make pigs out of clay. In summer 2, they will sew a rainbow fish.



## Reception Journey



Autumn



**Marvellous Me, Celebrations and Into the Woods**

The children will construct imaginative 'small worlds' using blocks and construction kits. They will recreate Featherstone and explore buildings/structures from stories through play. In autumn 2, the children will design and make Christmas decorations and cards.



Spring



**Frozen Planet, Animals from a Hot Continent, Circle of Life and Growing and Changing**

The children will bake a cake at Easter and make Easter biscuits.



Summer



**Tell Me a Story and Across the Sea**

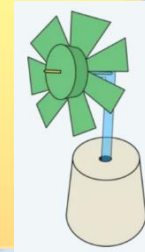
The children will design and make a puppet to help retell a story. In summer 2, they will design and make a mode of transport. They will create collaboratively and share ideas, resources and skills.

# Year 1 Journey

## Autumn

### Windmills (Structures)

The children will follow design criteria to make a stable windmill with functioning sails/blades that are attached to the supporting structure. They will evaluate their product and discuss how to improve their windmill.



## Spring

### Puppets (Textiles)



The children will design a puppet and use a template. They will join their two puppets' faces together as one and join fabrics together using pins, staples or glue. They will decorate a puppet to match their design.

## Summer

### Smoothies (Cooking and Nutrition)

The children will describe fruits and vegetables and explain how to identify fruits. They will name a range of places that fruits and vegetables grow and describe basic characteristics of fruit and vegetables. They will prepare fruits and vegetables to make a smoothie.

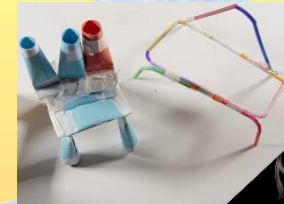


## Year 2 Journey

### Autumn

#### Baby Bear's Chair (Structures)

The children will learn about man-made and natural structures and will identify stable and unstable structural shapes. They will work independently to make a stable structure, following a demonstration and explain how their ideas would be suitable for Baby Bear. They will produce a model that supports a teddy, using the appropriate materials and construction techniques and explain how they made their model strong, stiff and stable.



### Spring

#### Balanced Diet (Cooking and Nutrition)

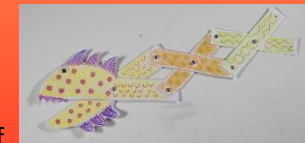


The children will name the main food groups and identify foods that belong to each group. They will describe the taste, feel and smell of a given food. They will develop ideas to create three different wraps, considering flavour combinations and construct a wrap that meets the design brief and their plan.

### Summer

#### Moving Monster (Mechanical Systems)

The children will identify the correct terms for levers, linkages and pivots and analyse popular toys with the correct terminology. They will create functional linkages that produce desired input and output motions. They will design monsters suitable for children, which satisfy most of the design criteria and evaluate their two designs against the design criteria, using this information and the feedback of their peers to choose their best design. They will select and assemble materials to create their planned monster features and assemble the monster to their linkages without affecting their functionality.

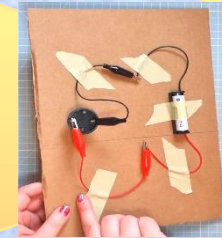


## Year 3 Journey

### Autumn

#### Electrical Poster (Electrical Systems)

The children will research and choose a specific Ancient Roman topic on which to base their initial poster ideas. They will complete design criteria based on a client's request and sketch four initial poster ideas, indicating where a bulb will be located for each. They will review their initial ideas against the design criteria and peer feedback, developing a final design. They will assemble an electric poster, including a functional, simple circuit with a bulb and then test that the simple circuit works by adding a battery.



### Spring

#### Eating Seasonally (Cooking and Nutrition)

The children will explain that fruits and vegetables grow in different countries based on their climates and understand that seasonal fruits and vegetables grow in a given season. They will understand that eating seasonal fruit and vegetables positively affects the environment. They will design and make a tart recipe using seasonal ingredients.



### Summer

#### Cross Stitch and Applique Cushions (Textiles)

The children will use cross-stitch to join two pieces of fabric together. They will design and cut the template for a cushion and use cross-stitch and appliqué to decorate a cushion face. They will make a cushion that includes appliqué and cross stitch.



## Year 4 Journey

### Autumn

#### Pavilions (Structures)

The children will produce a range of free-standing frame structures of different shapes and sizes. They will design a pavilion that is strong, stable and aesthetically pleasing. They will select appropriate materials and construction techniques to create a stable, free-standing frame structure. They will then select appropriate materials and techniques to add cladding to their pavilion.



### Spring

#### Slingshot Cars (Mechanical Systems)

The children will work independently to produce an accurate, functioning car chassis. They will design a shape that is suitable for the project and attempt to reduce air resistance through the design of the shape. They will produce panels that will fit the chassis which can be assembled effectively using the tabs they have designed and construct car bodies effectively. They will conduct a trial accurately and draw conclusions and improvements from the results.



### Summer

#### Torches (Electrical Systems)

The children will identify electrical products and explain why they are useful. They will help to make a working switch, identify the features of a torch and how it works, and describe what makes a torch successful. They will create suitable designs that fit the success criteria and their own design criteria. They will create a functioning torch with a switch according to their design criteria.

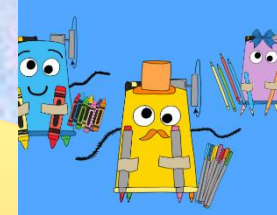


## Year 5 Journey

### Autumn

#### **Doodlers (Electrical Systems)**

The children will analyse examples of motorised products that use movement to rotate or spin different parts. They will develop design criteria with consideration for the target user, the purpose of their Doodler, a key function and the Doodler's form and final appearance. They will create a functional Doodler that scribbles on paper with or without a switch and explain the steps to assemble a Doodler as part of a set of instructions. They will make suggestions to improve a peer's set of instructions after testing how effective they are at guiding someone.



### Spring

#### **Pop-Up Book (Mechanical Systems)**

The children will produce a suitable plan for each page and overall structure of their book. They will assemble the components necessary for all their structures/mechanisms and hide the mechanical elements with more layers using spacers where needed. They will use a range of mechanisms and structures to illustrate their story and make it interactive for the users. They will use appropriate materials and captions to illustrate the story.



### Summer

#### **Developing Recipes (Cooking and Nutrition)**

The children will describe the process of beef production. They will research a traditional recipe and make changes to it. They will add nutritional value to a recipe by selecting ingredients. They will prepare and cook a version of bolognese sauce.



## Year 6 Journey

### Autumn

#### Waistcoats (Textiles)

The children will consider a range of factors in their design criteria and use this to create a waistcoat design. They will use a template to mark and cut out a design. They will use a running stitch to join fabric to make a functional waistcoat and attach a secure fastening, as well as decorative objects. They will evaluate their final product.



### Spring

#### Playgrounds (Structures)

The children will create five apparatus designs, applying the design criteria to their work and will make suitable changes to their work after peer evaluation. They will make roughly three different structures from their plans using the materials available. They will complete their structures, improving the quality of their rough versions and applying some cladding to a few areas. They will secure their apparatus to a base and make a range of landscape features using a variety of materials which will enhance their apparatus.



### Summer

#### Steady Hand Game (Electrical Systems)

The children will explain simply what is meant by 'form' (the shape of a product) and 'function' (how a product works) and state what they like or dislike about an existing children's toy and why. They will learn about skills developed through play and apply this knowledge in a survey of one or more children's toys. They will design a steady hand game of their own according to their design criteria, using four different perspective drawings. They will create a secure base for their game, with neat edges, that relates to their design. They will make and test a functioning circuit and assemble it within a case.

