

Autumn Humankind		Vocabulary	Technical Knowledge	Research	Design	Make	Evaluate
KS1 Construction	What instrument would Mr Noisy play?	Drill Screw Glue Cut Nail Safely Strengthen Tools Product Designs User	Know how to drill, screw, glue and nail materials to make and strengthen products. Know how to cut materials safely using tools.	Research a range of instruments recognising how volume can be changed	<u>Design</u> a product that has a clear purpose and an intended user. 	<u>Make</u> a product, refining the design as work progresses.	Evaluate existing designs, saying what they like and dislike before designing their own.
LKS2 Textiles	How can we use textiles to represent the changes to Dunwich? 	<i>Join</i> Textiles <i>Stitching</i> <i>Running stitch</i> Seam Seam allowance. <i>Techniques</i> <i>Decorate</i>	Know how to join textiles with appropriate stitching including a running stitch. Know why it's important to leave a seam allowance. How to select the most appropriate techniques to decorate textiles.	Research examples of embroidery stitches and maps Research methods of joining material to create a seam (including use of machines)	Develop design criteria to inform the design of a functional, appealing product aimed at a particular individual or group.	Make a product by carefully selecting materials. i.e. small embroidered panel on a cushion	Evaluate their own and their peers' designs against a design criteria. 
UKS2 Construction & Materials	What is the most effective way to save the islander? 	Aesthetic qualities Functional properties Innovative Durable Construction Materials Components shaping Joining Finishing Accurate	Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding) Choose suitable techniques to construct products or to repair items. Know how to build models using a range of materials that can be manipulated.	Research a range of rafts built using a variety of materials 	Design, with the user in mind, a functional product that is fit for purpose i.e build a raft for the "man" in <i>The Island</i>	Make a product that is effective for the purpose intended (i.e a raft that floats) 	Evaluate their own and their peers' designs against a design criteria and say how the design could be improved.

