

Area	EYFS	KS1	LKS2	UKS2
Textiles	Existing Products Explore bags, clothes, puppets and soft toys through play. Making Select and use materials for a purpose. Skills Cutting, sticking, folding, threading and joining materials. Evaluating Talk about likes and dislikes. Use phrases such as: <i>What do you like?</i> <i>What would you change?</i>	Existing Products Investigate fabrics, joining techniques and simple textile products. Making Use templates and simple pattern pieces to create products. Skills Running stitch, stapling, gluing, simple finishing techniques. Evaluating <i>Who is it for?</i> <i>What is it joined with?</i> <i>How is it finished?</i>	Existing Products Investigate purses, bags and pencil cases, analysing fabrics and fastenings. Making Create 3D products from 2D shapes and pattern pieces. Skills Back stitch, seam allowance, mock-ups, decorative techniques. Evaluating <i>Which joining technique is strongest?</i> <i>Which fastening is most suited to the purpose?</i> <i>How effective is the decoration?</i>	Existing Products Investigate commercial textile products and designers. Making Produce high-quality products from multiple fabric pieces. Skills Pattern making, reinforcing, seam finishing, CAD, mock-ups and prototypes. Evaluating <i>To what extent is the design innovative?</i> <i>Does it meet the design specification?</i> <i>Is it fit for purpose?</i> <i>How could it be improved?</i>
Food	Existing Products Explore fruits, vegetables and familiar foods. Making Mix, spread and combine ingredients. Skills Washing, peeling support, sensory exploration. Evaluating <i>Do you like it? Why?</i>	Existing Products Investigate fruits, vegetables and healthy food products. Making Prepare fruit and vegetable snacks. Skills Peeling, slicing, grating, squeezing. Evaluating <i>What is its taste, smell, texture and appearance?</i> <i>Which do you prefer and why?</i>	Existing Products Evaluate sandwiches, wraps and healthy snacks. Making Prepare and combine ingredients safely. Skills Bridge and claw techniques, grating, slicing, mixing and spreading. Evaluating <i>How do the sensory characteristics affect your liking for the product?</i> <i>How could it be improved?</i>	Existing Products Investigate cultural and seasonal food products. Making Create products using seasonal and cultural ingredients. Skills Kneading, rubbing in, shaping dough, adapting recipes. Evaluating <i>What is the nutritional value?</i> <i>What impact do ingredients have on the finished product?</i> <i>Does it meet the design specification?</i>
Electrical systems	Not taught explicitly in EYFS. Children explore	Not taught as a standalone unit. Children encounter	Existing Products Investigate torches, nightlights and battery-powered products.	Existing Products Investigate alarms, security systems and automated products.

	cause-and-effect toys and simple technology.	simple mechanisms and battery toys.	Making Create products using simple series circuits. Skills Use bulbs, buzzers, switches and secure connections. Evaluating <i>How does the switch work?</i> <i>How is the product suited to the user?</i>	Making Create products incorporating sensors and control systems. Skills Programming, monitoring, input/output devices, sensors, fault finding. Evaluating <i>How and why is a computer control program used?</i> <i>Does the system effectively respond to environmental changes?</i> <i>Does it meet the design specification?</i>
Sliders & levers / mechanisms	Existing Products Explore moving books, toys and pop-up resources. Making Create moving pictures through play. Skills Push, pull, slide and lift mechanisms. Evaluating <i>What moves?</i>	Existing Products Investigate moving books, cards and posters. Making Create moving pictures using sliders and levers. Skills Sliders, levers, pivots, slots and guides. Evaluating <i>How is it moving?</i> <i>Which mechanism works best?</i> <i>Would the intended user like it?</i>	Progression Apply movement and engineering thinking through structures and electrical systems. Use mechanisms to support design decisions.	Progression Apply understanding of systems, automation and product function when designing complex products.