




Learning objectives and skills

Advent		Lent		Pentecost	
Sandwiches		Moving Monsters		Pencil Cases	
1. To learn the history of the sandwich. 2. Sandwiches can be part of a healthy diet. <ul style="list-style-type: none">Understand & apply the principles of a healthy & varied diet 3. To learn that food can be divided into different groups. <ul style="list-style-type: none">Begin to generate ideas for an item considering its purpose and the user/s	8. To identify the importance of hygiene. <ul style="list-style-type: none">Demonstrate hygienic food preparation and storage 9. To learn how to use kitchen tools safely. <ul style="list-style-type: none">Select tools and techniques for making their productWork safely and accurately with a range of simple tools 10 & 11. To create a healthy sandwich. <ul style="list-style-type: none">Begin to generate ideas for an item considering its purpose and the user/sBegin to plan the order of their work before starting.Select tools and techniques for making their productWork safely and accurately with a range of simple toolsBegin to demonstrate hygienic food preparation and storage	1. To investigate a variety of objects that use air. 2. To find out about simple pneumatic systems. <ul style="list-style-type: none">Disassemble and evaluate familiar products with support 3 & 4. To make a simple pneumatic system. <ul style="list-style-type: none">Generate ideas for an item considering its purpose and the user/s with support if necessaryIdentify a purpose and establish criteria for a successful product with support if necessary.Plan the order of their work before starting with support if necessary.Make drawings with labels when designing with support if necessaryExplore, develop and communicate design proposals by modelling ideas with support if necessarySelect tools and techniques for making their productMeasure, mark out, cut, score and assemble components with more accuracyWork safely and accurately with a range of simple tools 5. To gather ideas for creating moving monsters. <ul style="list-style-type: none">Disassemble and evaluate familiar products with support 6. To design a moving monster. <ul style="list-style-type: none">Generate ideas for an item considering its purpose and the user/s with support if necessaryIdentify a purpose and establish criteria for a successful product with support if necessary.Plan the order of their work before starting with support if necessaryExplore, develop and communicate design	7. Produce a clear drawing/design <ul style="list-style-type: none">Generate ideas for an item considering its purpose and the user/s with support if necessary.Identify a purpose and establish criteria for a successful product with support if necessary.Make drawings with labels when designing with support if necessary 8. To create a moving monster. <ul style="list-style-type: none">Plan the order of their work before starting with support if necessarySelect tools and techniques for making their productMeasure, mark out, cut, score and assemble components with more accuracyWork safely and accurately with a range of simple toolsThink about their ideas as they make progress and be willing change things if this helps them improve their work 9 & 10. To create a moving monster. <ul style="list-style-type: none">Plan the order of their work before starting with support if necessarySelect tools and techniques for making their productMeasure, mark out, cut, score and assemble components with more accuracyWork safely and accurately with a range of simple toolsThink about their ideas as they make progress and be willing change things if this helps them improve their work 11. To finish a moving monster. <ul style="list-style-type: none">Select tools and techniques for making their productMeasure, mark out, cut, score and assemble components with more accuracyWork safely and accurately with a range of simple toolsUse finishing techniques strengthen and improve the appearance of their product	1. To investigate a range of pencil cases. <ul style="list-style-type: none">Disassemble and evaluate familiar products 2. To learn running stitch. <ul style="list-style-type: none">Make drawings with labels when designingSelect tools and techniques for making their productWork safely and accurately with a range of simple toolsMeasure, tape or pin, cut and join fabric with some accuracy 3. To learn backstitch. <ul style="list-style-type: none">Make drawings with labels when designingSelect tools and techniques for making their productWork safely and accurately with a range of simple toolsMeasure, tape or pin, cut and join fabric with some accuracy 4. To learn whip stitch. <ul style="list-style-type: none">Make drawings with labels when designingSelect tools and techniques for making their productWork safely and accurately with a range of simple toolsMeasure, tape or pin, cut and join fabric with some accuracy 5. To investigate openings. <ul style="list-style-type: none">Make drawings with labels when designingSelect tools and techniques for making their productWork safely and accurately with a range of simple tools 6. To learn how to sew on a secure fastening. <ul style="list-style-type: none">Select tools and techniques for making their productWork safely and accurately with a range of simple tools	7. To investigate how to make their design more attractive. <ul style="list-style-type: none">Generate ideas for an item considering its purpose and the user/sIdentify a purpose and establish criteria for a successful product.Explore, develop and communicate design proposals by modelling ideas 8. To design a pencil case. <ul style="list-style-type: none">Generate ideas for an item considering its purpose and the user/sIdentify a purpose and establish criteria for a successful product.Plan the order of their work before starting.Make drawings with labels when designing 9. To make a pencil case. <ul style="list-style-type: none">Select tools and techniques for making their productMeasure, mark out, cut, score and assemble components with more accuracyWork safely and accurately with a range of simple toolsMeasure, tape or pin, cut and join fabric with some accuracy 10. To make a pencil case. <ul style="list-style-type: none">Select tools and techniques for making their productMeasure, mark out, cut, score and assemble components with more accuracyWork safely and accurately with a range of simple toolsMeasure, tape or pin, cut and join fabric with some accuracy 11. To make a pencil case. 12. To make a pencil case. <ul style="list-style-type: none">Use finishing techniques strengthen and improve the appearance of their product using a range of equipment including ICT 13. To evaluate my pencil case. <ul style="list-style-type: none">Evaluate their product against original design criteria e.g. how well it meets its intended purpose

		proposals by modelling ideas with support if necessary <ul style="list-style-type: none"> Select tools and techniques for making their product Think about their ideas as they make progress and be willing change things if this helps them improve their work 	using a range of equipment including ICT <ul style="list-style-type: none"> Think about their ideas as they make progress and be willing change things if this helps them improve their work 		
#BTK and Links with other subjects					
#BtK: Healthy eating #BtK: basic life skills		#BtK: How pneumatic systems can help us		#BtK: learn basic life skills	
Key Vocabulary					
Sandwich knife spread safety	bread chopping board edges hygiene	butter peeler careful plate	Pneumatic Cardboard Elastic band Tongue Egg box	pump hinge air antennae eyes	balloon tube blow flap
				Needle Stitch Back Poppers Sequins	thread scissors running button ric-rac
				sew whip edges felt knot	

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Developing, planning and communicating ideas.	<ul style="list-style-type: none"> Generate ideas for an item considering its purpose and the user/s Identify a purpose and establish criteria for a successful product. Plan the order of their work before starting Explore, develop and communicate design proposals by modelling ideas Make drawings with labels when designing
Working with tools, equipment, materials and components to make quality products (incl. food)	<ul style="list-style-type: none"> Select tools and techniques for making their product Measure, mark out, cut, score and assemble components with more accuracy Work safely and accurately with a range of simple tools Think about their ideas as they make progress and be willing change things if this helps them improve their work Measure, tape or pin, cut and join fabric with some accuracy Demonstrate hygienic food preparation and storage Use finishing techniques strengthen and improve the appearance of their product using a range of equipment including ICT
Evaluating processes and products	<ul style="list-style-type: none"> Evaluate their product against original design criteria e.g. how well it meets its intended purpose Disassemble and evaluate familiar products