

Structures

		EYFS (Reception)	
		A chair for baby bear	A vehicle
Skills	Design	<ul style="list-style-type: none"> Use drawings and verbal plans to outline intentions. Include simple labels of materials. 	<ul style="list-style-type: none"> Making verbal plans and material choices. Developing a junk model.
	Make	<ul style="list-style-type: none"> Improving fine motor/scissor with a variety of materials and construction toys. Joining materials in a variety of ways (temporary and permanent). Joining different materials together. Describing their chair, and how they intend to put it together. 	<ul style="list-style-type: none"> Improving fine motor/scissor skills with a variety of materials Joining materials in a variety of ways (temporary and permanent). Joining different materials together. Describing their junk model, and how they intend to put it together.
	Evaluate	<ul style="list-style-type: none"> Use a symbol to represent their feelings about their model and give a verbal evaluation. Checking to see if their model matches their plan as they are building. Considering what they would do differently to improve the model. Describing their favourite and least favourite part of their model. 	<ul style="list-style-type: none"> Giving a verbal evaluation of their own and others' junk models with adult support. Checking to see if their model matches their plan. Considering what they would do differently if they were to do it again. Describing their favourite and least favourite part of their model.
Knowledge	Technical	<ul style="list-style-type: none"> Know the names of a variety of construction toys and how they join together. Understand the word 'stable.' Make suggestions to make their model more comfortable and stable. 	<ul style="list-style-type: none"> To know there are a range to different materials that can be used to make a model and that they are all slightly different. Making simple suggestions to fix their junk model.
	Additional		

Mechanisms

		EYFS (Reception)
		A moving puppet
Skills	Design	<ul style="list-style-type: none"> Use a drawing to design a simple stick puppet with 1 or two moving parts. Indicate on the design which parts will move.
	Make	<ul style="list-style-type: none"> Improve fine motor and scissor skills. Cut out a shape by following the line with the blade of the scissors. Use a split pin to join movable parts.
	Evaluate	<ul style="list-style-type: none"> Use a symbol to evaluate alongside verbal evaluation. Say whether their puppet fits the brief and how.
Knowledge	Technical	<ul style="list-style-type: none"> Know that mechanism means a moving part. Know the direction that the part will move in.
	Additional	

Cooking and nutrition

		EYFS (Reception)
		Cupcakes
Skills	Design	Make a list of extra ingredients to add to a basic cupcake recipe.
	Make	<ul style="list-style-type: none"> • Identify if their flavourings are healthy or unhealthy. • Use a knife to cut fruit into smaller chunks. Follow a simple picture recipe.
	Evaluate	<ul style="list-style-type: none"> • Taste their cupcake and names something that they like or dislike about it. Offer an idea of how to improve the cup cake.
Knowledge	Technical	<ul style="list-style-type: none"> • Know some healthy and unhealthy options. • Know the difference between sweet and savoury. Know that a recipe tells you how to make a food item.
	Additional	Understand that everyone's tastes are different.