

Maestro project

National Curriculum

Key concepts

Product task

	Term 1 We are mathematicians	Term 2 We are historians	Term 3 We are geographers	Term 4 We are readers and writers	Term 5 We are scientists and engineers	Term 6 We are creative
EYFS Big Experience	Make a new friend	Toasting marshmallows Tools and safety Diva lamps; Using scissors	Changing snow	Treasure hunt	Look after an animal Specifically chosen materials; Functionality Building a nest	Cook your own lunch Preparation and hygiene Cook lunch
Year 1	Shade and Shelter Design (design criteria; ideas); Make (materials); Evaluate (existing products); Technical (structures); NC Aims Prototypes; Safety rules; Specifically chosen materials; Functionality Building a strong structure		Taxi! Design (design criteria; ideas); Make (tools; materials); Evaluate (existing products; own work); Technical (mechanisms); NC Aims Mechanisms – wheels, axles and chassis Moving vehicle		Chop, Slice and Mash Design (design criteria; ideas); Make (tools); Evaluate (existing products; own work); Food (source of food; healthy diet); NC Aims Preparation and hygiene Designing and making salads and sandwiches	
Year 2	Remarkable Recipes Design (design criteria; ideas); Make (tools); Evaluate (existing products; own work); Food (source of food; healthy diet); NC Aims Kitchen tools; Reading recipes; Preparation and hygiene Making a school meal	Beach Hut Design (design criteria; ideas); Make (tools; materials); Evaluate (own work); Technical (structures); NC Aims Structures – strengthening and joining Box structure	Push and Pull Design (design criteria; ideas); Make (tools; materials); Evaluate (existing products; own work); Technical (mechanisms); NC Aims Machines and mechanisms; Sliders, levers and linkages Designing and making greetings cards with moving parts	Cut, Stitch and Join Design (design criteria; ideas); Make (tools; materials); Evaluate (existing products; own work); NC Aims Fabric products; Functionality; Significant designer – Cath Kidston; Sewing patterns Designing and making a bag tag; Running stitch; Adding embellishments;		
Year 3	Cook Well, Eatwell Design (design criteria; ideas); Evaluate (own work; events and individuals); Food (healthy diet; prepare and cook; food sources); NC Aims Food groups; Eatwell guide; Methods of cooking; Cooking appliances; Hygiene rules Making taco fillings	Making It Move Design (design criteria; ideas); Make (tools; materials); Evaluate (existing products; own work); Technical (mechanical); NC Aims Cam mechanisms; Cutting, joining, strengthening and finishing Designing and making automaton toys		Greenhouse Design (design criteria; ideas); Make (tools; materials); Evaluate (existing products; own work; events and individuals); Technical (structures); NC Aims Strengthening techniques; Using tools and safety rules; Properties of materials; Significant designers – Sir Joseph Paxton and Sir Nicholas Grimshaw		
Year 4	Fresh Food, Good Food Design (design criteria; ideas); Make (tools); Evaluate (existing products; own work; events and individuals); Technical (structures); Food (healthy diet; prepare and cook; food sources); NC Aims Food preservation techniques; Exploring food packaging; Prototypes Designing, making and packaging healthy snacks	Functional and Fancy Fabrics Design (design criteria; ideas); Make (tools; materials); Evaluate (existing products); NC Aims Fabrics; Design features; Significant designer – William Morris; Stitching a hem; Embellishment; Functionality; Innovation Designing and making patterned and embellished fabric		Tomb Builders Design (design criteria; ideas); Make (materials); Evaluate (existing products; own work); Technical (mechanical); NC Aims Simple and compound machines; Innovation Design a machine to lift		
Year 5	Moving Mechanisms Make (tools; materials); Evaluate (existing products; own work); Technical (mechanical); NC Aims Pneumatic systems; Joining and finishing; Iterative design process Building pneumatic machine prototypes	Eat the Seasons Food (healthy diet; prepare and cook; food sources); NC Aims Cooking; Nutrition Planning and cooking a seasonal soup		Architecture Design (design criteria; ideas); Make (materials); Evaluate (existing products; own work; events and individuals); Technical (structures); NC Aims Architecture over time; Greek architecture; Structural support, stiffness and stability; Computer-aided design; Innovation Building design		
Year 6	Food for Life Make (tools); Evaluate (existing products; own work); Food (healthy diet; prepare and cook; food sources); NC Aims Whole foods; Processed foods; Hygiene and safety Making healthy meals	Engineer Design (design criteria; ideas); Make (tools; materials); Evaluate (existing products; own work; events and individuals); Technical (structures); NC Aims Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes; Innovation Bridge building		Make do and Mend Make (tools; materials); Evaluate (existing products; own work); NC Aims Investigating clothing; Functionality Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; Making products from recycled materials;		