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Design and Technology Key Concepts: User, Purpose, Design Decisions, Functionality, Innovations, Authenticity & Nutrition

<p>EYFS</p>	<p>Joining Materials (Crafts)</p> 	<p>Car – Junk Modelling</p> 	<p>Structures – House</p> 
<p>Year 1</p>	<p>Food Technology (Class Picnic)</p> 	<p>Structures (Chair for Baby Bear)</p> 	<p>Mechanisms (Pop up Puppet)</p> 
<p>Year 2</p>	<p>Food Technology (Pizza)</p> 	<p>Textiles (Hand Puppet)</p> 	<p>Mechanisms (Car)</p> 
<p>Year 3</p>	<p>Mechanisms (Pneumatics – Toy)</p> 	<p>Food Technology (Soup)</p> 	<p>Textiles (Roman Purse)</p> 
<p>Year 4</p>	<p>Electrical Systems (Torch)</p> 	<p>Mechanisms (Card with Moving Parts)</p> 	<p>Food Technology (Cheese Scone)</p> 
<p>Year 5</p>	<p>Mechanisms (Moving Animal)</p> 	<p>Food Technology (Salsa)</p> 	<p>Structures (Tudor House)</p> 
<p>Year 6</p>	<p>Textiles (Grab Bag)</p> 	<p>Electrical Systems (Electronic Game)</p> 