



St. Luke's Catholic Primary School Progression in Design and Technology



Aspect	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design	<p>They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology.</p> <p>See pink in Year 1 column including continuous provision linked to each topic area. Activities include:</p> <ul style="list-style-type: none"> Drawing (pencil and colour) Junk modelling Role play Painting Building/construction Chalk Collage Loose parts Large loose parts (e.g bricks) 	<p>design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <ul style="list-style-type: none"> Paws, Claws and Whiskers, Autumn 2, Cycle B Superheroes, Spring 1, Cycle A <p>generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <ul style="list-style-type: none"> Paws, Claws and Whiskers, Autumn 2, Cycle B Muck, Mess and Mixtures - Spring 2 Cycle B Street Detectives Summer 1 Cycle A Towers, Tunnels and Turrets Spring 2 Cycle A 	<p>design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <ul style="list-style-type: none"> Paws, Claws and Whiskers, Autumn 2, Cycle B Muck, Mess and Mixtures - Spring 2 Cycle B Street Detectives Summer 1 Cycle A Towers, Tunnels and Turrets Spring 2 Cycle A 	<p>use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <ul style="list-style-type: none"> Gods and Mortals Summer 2 Cycle B Heroes and Villains Summer 1 Cycle B Mighty Metals Summer 1 Cycle A Scrumdiddlyumptious Autumn 1 Cycle A Tremors Spring 1 Cycle B Tribal Tales Spring 1 Cycle A 	<p>use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <ul style="list-style-type: none"> Gods and Mortals Summer 2 Cycle B Heroes and Villains Summer 1 Cycle B Mighty Metals Summer 1 Cycle A Scrumdiddlyumptious Autumn 1 Cycle A Tremors Spring 1 Cycle B Tribal Tales Spring 1 Cycle A 	<p>use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <ul style="list-style-type: none"> Traders and Raiders Summer 1 Cycle B 1066 Spring 2 Cycle A Burp, Bottoms and Bile Autumn 1 Cycle A Stargazers Spring 1 Cycle B Alchemy Island Summer 1 Cycle A Scream Machine, Class 5, Spring 2, Cycle B 	<p>use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <ul style="list-style-type: none"> Alchemy Island Summer 1 Cycle A Scream Machine, Class 5, Spring 2, Cycle B ID Autumn 2 Cycle B

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Make	<p>They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology,</p> <p>See pink in Year 1 column including continuous provision linked to each topic area. Activities include:</p> <ul style="list-style-type: none"> • Drawing (pencil and colour) • Junk modelling • Role play • Painting 	<p>select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <ul style="list-style-type: none"> • Dinosaur Planet Autumn 1 Cycle 1 • Rio de Vida Summer 2 Cycle A • Land Ahoy Spring 1 Cycle A • Street Detectives Summer 1 Cycle A • The Scented Garden Summer 1 Cycle B • Wriggle and Crawl Autumn 1 Cycle B <p>select from and use a wide range of materials and components, including construction materials, textiles and</p>	<p>select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <ul style="list-style-type: none"> • Rio de Vida Summer 2 Cycle A • Land Ahoy Spring 1 Cycle A • Street Detectives Summer 1 Cycle A • The Scented Garden Summer 1 Cycle B • Wriggle and Crawl Autumn 1 Cycle B <p>select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p>	<p>select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</p> <ul style="list-style-type: none"> • Gods and Mortals Summer 2 Cycle B • Mighty Metals Summer 1 Cycle A • Potions Spring 2 Cycle B <p>select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <ul style="list-style-type: none"> • Flow Spring 2 Cycle A 	<p>select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</p> <ul style="list-style-type: none"> • Gods and Mortals Summer 2 Cycle B • Mighty Metals Summer 1 Cycle A • Potions Spring 2 Cycle B • Pharaohs Spring 1 Cycle A <p>select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <ul style="list-style-type: none"> • 1066 Spring 2 Cycle A • Burp, Bottoms and Bile Autumn 1 Cycle A • Playlist Summer 2 Cycle A 	<p>select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</p> <p>select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <ul style="list-style-type: none"> • Scream Machine Spring 2 Cycle B • A Child's War Summer 2 Cycle B 	

	<ul style="list-style-type: none"> • Building/constructi on • Chalk • Collage • Loose parts • Large loose parts (e.g bricks) • 	<p>ingredients, according to their characteristics</p> <ul style="list-style-type: none"> • Dinosaur Planet Autumn 1 Cycle 1 • Paws, Claws and Whiskers Autumn 2 Cycle B • The Enchanted Woodland Summer 2 Cycle B • Towers, Tunnels and Turrets Spring 2 Cycle A • Memory Box Autumn 2 Cycle B • Rio de Vida Summer 2 Cycle A • Street Detectives Summer 1 Cycle A • The Scented Garden Summer 1 Cycle B • Wriggle and Crawl Autumn 1 Cycle B 	<ul style="list-style-type: none"> • Towers, Tunnels and Turrets Spring 2 Cycle A • Memory Box Autumn 2 Cycle B • Rio de Vida Summer 2 Cycle A • Street Detectives Summer 1 Cycle A • The Scented Garden Summer 1 Cycle B • Wriggle and Crawl Autumn 1 Cycle B 	<ul style="list-style-type: none"> • Gods and Mortals Summer 2 Cycle B • Heroes and Villains Summer 1 Cycle B • Mighty Metals Summer 1 Cycle A • Tremors Spring 1 Cycle B • Blue Abyss Autumn 2 Cycle B • I am Warrior Summer 2 Cycle A • Misty Mountain Winding River Autumn 2 Cycle A • Potions Spring 2 Cycle B • 	<ul style="list-style-type: none"> • Gods and Mortals Summer 2 Cycle B • Heroes and Villains Summer 1 Cycle B • Mighty Metals Summer 1 Cycle A • Tremors Spring 1 Cycle B • 1066 Spring 2 Cycle A • Blue Abyss Autumn 2 Cycle B • Burp, Bottoms and Bile Autumn 1 Cycle A • I am Warrior Summer 2 Cycle A • Misty Mountain Winding River Autumn 2 Cycle A • Playlist Summer 2 Cycle A • Potions Spring 2 Cycle B • Traders and Raiders Summer 1 Cycle B • Road Trip USA Spring 2 Cycle B • Allotment Summer 1 Cycle A • Beast Creator Autumn 2 Cycle A • Peasants, Princes and Pestilence Autumn 2 Cycle B • Stargazers Spring 1 Cycle B • Time Traveller Summer 2 Cycle B 	<ul style="list-style-type: none"> • Allotment Summer 1 Cycle A • Beast Creator Autumn 2 Cycle A • Peasants, Princes and Pestilence Autumn 2 Cycle B • Stargazers Spring 1 Cycle B • Time Traveller Summer 2 Cycle B • Scream Machine Spring 2 Cycle B • A Child's War Summer 2 Cycle B • Blood Heart Autumn 1 Cycle B • Gallery Rebels Spring 1 Cycle A • Hola Mexico Spring 1 Cycle B • ID Autumn 2 Cycle B • Revolution Spring 2 Cycle A • 	<ul style="list-style-type: none"> • Blood Heart Autumn 1 Cycle B • Gallery Rebels Spring 1 Cycle A • Hola Mexico Spring 1 Cycle B • ID Autumn 2 Cycle B • Revolution Spring 2 Cycle A
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<p>Evaluate</p>	<p>They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology,</p> <p>See pink in Year 1 column including continuous provision linked to each topic area. Activities include:</p> <ul style="list-style-type: none"> • Drawing (pencil and colour) • Junk modelling • Role play • Painting • Building/construction • Chalk • Collage • Loose parts • Large loose parts (e.g bricks) • 	<p>explore and evaluate a range of existing products</p> <ul style="list-style-type: none"> • Moon Zoom! Spring 1 Cycle B • Towers, Tunnels and Turrets Spring 2 Cycle A <p>evaluate their ideas and products against design criteria</p> <ul style="list-style-type: none"> • Moon Zoom! Spring 1 Cycle B • Rio de Vida Summer 2 Cycle A • Land Ahoy Spring 1 Cycle A • Towers, Tunnels and Turrets Spring 2 Cycle A 	<p>explore and evaluate a range of existing products</p> <ul style="list-style-type: none"> • Moon Zoom! Spring 1 Cycle B • Towers, Tunnels and Turrets Spring 2 Cycle A <p>evaluate their ideas and products against design criteria</p> <ul style="list-style-type: none"> • Moon Zoom! Spring 1 Cycle B • Rio de Vida Summer 2 Cycle A • Land Ahoy Spring 1 Cycle A • Towers, Tunnels and Turrets Spring 2 Cycle A 	<p>investigate and analyse a range of existing products</p> <ul style="list-style-type: none"> • Blue Abyss Autumn 2 Cycle B • I am Warrior Summer 2 Cycle A • Misty Mountain Winding River Autumn 2 Cycle A • Potions Spring 2 Cycle B • <p>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <ul style="list-style-type: none"> • Mighty Metals Summer 1 Cycle A • Scrumdiddlyumptious Autumn 1 Cycle A • Tribal Tales Spring 1 Cycle A • Blue Abyss Autumn 2 Cycle B • Misty Mountain Winding River Autumn 2 Cycle A • Potions Spring 2 Cycle B <p>understand how key events and individuals in design and technology have helped shape the world</p> <ul style="list-style-type: none"> • Blue Abyss Autumn 2 Cycle B 	<p>investigate and analyse a range of existing products</p> <ul style="list-style-type: none"> • 1066 Spring 2 Cycle A • Blue Abyss Autumn 2 Cycle B • Burp, Bottoms and Bile Autumn 1 Cycle A • I am Warrior Summer 2 Cycle A • Potions Spring 2 Cycle B • Misty Mountain Winding River Autumn 2 Cycle A • Playlist Summer 2 Cycle A • Road Trip USA Spring 2 Cycle B • Stargazers Spring 1 Cycle B • <p>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <ul style="list-style-type: none"> • Mighty Metals Summer 1 Cycle A • Scrumdiddlyumptious Autumn 1 Cycle A • Tribal Tales Spring 1 Cycle A • 1066 Spring 2 Cycle A • Blue Abyss Autumn 2 Cycle B 	<p>investigate and analyse a range of existing products</p> <ul style="list-style-type: none"> • 1066 Spring 2 Cycle A • Burp, Bottoms and Bile Autumn 1 Cycle A • Playlist Summer 2 Cycle A • Road Trip USA Spring 2 Cycle B • Stargazers Spring 1 Cycle B • Tomorrow's World Summer 2 Cycle A <p>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <ul style="list-style-type: none"> • 1066 Spring 2 Cycle A • Burp, Bottoms and Bile Autumn 1 Cycle A • Traders and Raiders Summer 1 Cycle B • Stargazers Spring 1 Cycle B • Tomorrow's World Summer 2 Cycle A <p>understand how key events and individuals in design and technology have helped shape the world</p> <ul style="list-style-type: none"> • Tomorrow's World Summer 2 Cycle A 	<p>investigate and analyse a range of existing products</p> <ul style="list-style-type: none"> • Tomorrow's World Summer 2 Cycle A <p>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <ul style="list-style-type: none"> • Scream Machine Spring 2 Cycle B • Tomorrow's World Summer 2 Cycle A <p>understand how key events and individuals in design and technology have helped shape the world</p> <ul style="list-style-type: none"> • Tomorrow's World Summer 2 Cycle A
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Technical Knowledge	<p>They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology,</p> <ul style="list-style-type: none"> • See pink in Year 1 column including continuous provision linked to each topic area. Activities include: 	<p>build structures, exploring how they can be made stronger, stiffer and more stable</p> <ul style="list-style-type: none"> • Dinosaur Planet Autumn 1 Cycle 1 • The Enchanted Woodland Summer 2 Cycle B • Bright Lights, Big City Autumn 2 Cycle A • Moon Zoom! Spring 1 Cycle B • Rio de Vida Summer 2 Cycle A • Splendid Skies Autumn 1 Cycle A 	<p>build structures, exploring how they can be made stronger, stiffer and more stable</p> <ul style="list-style-type: none"> • Bright Lights, Big City Autumn 2 Cycle A • Moon Zoom! Spring 1 Cycle B • Rio de Vida Summer 2 Cycle A • Splendid Skies Autumn 1 Cycle A • Towers, Tunnels and Turrets Spring 2 Cycle A <p>explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p>	<p>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <ul style="list-style-type: none"> • Tremors Spring 1 Cycle B <p>understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</p> <ul style="list-style-type: none"> • Flow Spring 2 Cycle A • Mighty Metals Summer 1 Cycle A • 	<p>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <ul style="list-style-type: none"> • Tremors Spring 1 Cycle B • 1066 Spring 2 Cycle A • Traders and Raiders Summer 1 Cycle B <p>understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</p> <ul style="list-style-type: none"> • Flow Spring 2 Cycle A 	<p>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <ul style="list-style-type: none"> • 1066 Spring 2 Cycle A • Traders and Raiders Summer 1 Cycle B • A Child's War Summer 2 Cycle B • Frozen Kingdom Autumn 2 Cycle A • Hola Mexico Spring 1 Cycle B <p>understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</p> <p>understand and use electrical systems in their products [for</p>	<p>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <ul style="list-style-type: none"> • A Child's War Summer 2 Cycle B • Frozen Kingdom Autumn 2 Cycle A • Hola Mexico Spring 1 Cycle B <p>understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</p> <p>understand and use electrical systems in their products [for</p>

	<ul style="list-style-type: none"> Drawing (pencil and colour) Junk modelling Role play Painting Building/cons truction Chalk Collage Loose parts Large loose parts (e.g bricks) 	<p>explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p> <ul style="list-style-type: none"> Moon Zoom! Spring 1 Cycle B Bounce Summer 2 Cycle B Land Ahoy Spring 1 Cycle A 	<ul style="list-style-type: none"> Moon Zoom! Spring 1 Cycle B Bounce Summer 2 Cycle B Land Ahoy Spring 1 Cycle A 	<p>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</p> <p>apply their understanding of computing to program, monitor and control their products.</p>	<ul style="list-style-type: none"> Mighty Metals Summer 1 Cycle A 1066 Spring 2 Cycle A <p>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</p> <p>apply their understanding of computing to program, monitor and control their products.</p>	<p>cams, levers and linkages]</p> <ul style="list-style-type: none"> 1066 Spring 2 Cycle A <p>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</p> <ul style="list-style-type: none"> Scream Machine Spring 2 Cycle B Gallery Rebels Spring 1 Cycle A <p>apply their understanding of computing to program, monitor and control their products.</p> <ul style="list-style-type: none"> Alchemy Island Summer 1 Cycle A 	<p>example, series circuits incorporating switches, bulbs, buzzers and motors]</p> <ul style="list-style-type: none"> Scream Machine Spring 2 Cycle B Gallery Rebels Spring 1 Cycle A <p>apply their understanding of computing to program, monitor and control their products.</p> <ul style="list-style-type: none"> Alchemy Island Summer 1 Cycle A
<p>Cooking and nutrition.</p>	<p>They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology,</p> <p>Health and self-care: children know the importance for good health of physical exercise, and a healthy</p>	<p>use the basic principles of a healthy and varied diet to prepare dishes</p> <ul style="list-style-type: none"> Dinosaur Planet Autumn 1 Cycle 1 Superheroes Spring 1 Cycle A The Enchanted Woodland Summer 2 Cycle B Memory Box Autumn 2 Cycle B Rio de Vida Summer 2 Cycle A Muck, Mess and Mixtures Spring 2 Cycle B Street Detectives Summer 2 Cycle A Wriggle and Crawl Autumn 1 Cycle B 	<p>use the basic principles of a healthy and varied diet to prepare dishes</p> <ul style="list-style-type: none"> Memory Box Autumn 2 Cycle B Rio de Vida Summer 2 Cycle A Muck, Mess and Mixtures Spring 2 Cycle B Street Detectives Summer 2 Cycle A Wriggle and Crawl Autumn 1 Cycle B <p>understand where food comes from</p> <ul style="list-style-type: none"> Muck, Mess and Mixtures Spring 2 Cycle B 	<p>understand and apply the principles of a healthy and varied diet</p> <ul style="list-style-type: none"> Scrumdiddlyumptious Autumn 1 Cycle A <p>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</p> <ul style="list-style-type: none"> Scrumdiddlyumptious Autumn 1 Cycle A I am Warrior Summer 2 Cycle A 	<p>understand and apply the principles of a healthy and varied diet</p> <ul style="list-style-type: none"> Scrumdiddlyumptious Autumn 1 Cycle A Burp, Bottoms and Bile Autumn 1 Cycle A <p>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</p> <ul style="list-style-type: none"> Scrumdiddlyumptious Autumn 1 Cycle A I am Warrior Summer 2 Cycle A 	<p>understand and apply the principles of a healthy and varied diet</p> <ul style="list-style-type: none"> Burp, Bottoms and Bile Autumn 1 Cycle A Hola Mexico! Spring 1 Cycle B <p>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</p> <ul style="list-style-type: none"> Road Trip USA Spring 2 Cycle B Allotment Summer 1 Cycle A Peasants, Princes and Pestilence Autumn 2 Cycle B 	<p>understand and apply the principles of a healthy and varied diet</p> <ul style="list-style-type: none"> Hola Mexico! Spring 1 Cycle B <p>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</p> <ul style="list-style-type: none"> Scream Machine Spring 2 Cycle B A Child's War Summer 2 Cycle B Blood Heart Autumn 1 Cycle B ID Autumn 2 Cycle B <p>understand seasonality, and know where and how a variety of ingredients</p>

	<p>diet, and talk about ways to keep healthy and safe.</p> <p>See pink in Year 1 column including continuous provision linked to each topic area. Activities include:</p> <ul style="list-style-type: none"> • Drawing (pencil and colour) • Junk modelling • Role play • Painting • Building/construction • Chalk • Collage • Loose parts • Large loose parts (e.g bricks) • 	<p>understand where food comes from</p> <ul style="list-style-type: none"> • Muck, Mess and Mixtures Spring 2 Cycle B 		<p>understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p> <ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Road Trip USA Spring 2 Cycle B • Allotment Summer 1 Cycle A • Peasants, Princes and Pestilence Autumn 2 Cycle B • <p>understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p> <ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Scream Machine Spring 2 Cycle B • A Child's War Summer 2 Cycle B • Blood Heart Autumn 1 Cycle B • ID Autumn 2 Cycle B <p>understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p> <ul style="list-style-type: none"> • Allotment Summer 1 Cycle A • Pharaohs Spring 1 Cycle A 	<p>are grown, reared, caught and processed.</p>
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Please note:

- Most detailed coverage is shown in bold
- Mixed-age classes mean that there is a 2 year cycle. Not all children will cover the same topics. Therefore, it is imperative that the objectives are covered in detail for the older year group of the class.

