Year and Class	Autumn	Summer
Year 6	KITCHEN GARDEN	2.7 SHELL STRUCTURES
Sycamore	To design, maintain and utilise a kitchen garden	To design and make a piece of
		furniture using CAD
Breadth	To design and create a Kitchen Garden considering factors for starting a kitchen garden,	Use CAD to design and make shell
	seasonality, information from seed packets, non-native fruits, space and intended users	structures – a piece of furniture
Threshold Concepts	Master practical techniques – use of garden tools, recognition and use of appropriate seeds,	Master practical techniques –
	digging, measuring areas	Measuring, cutting, estimating,
		assembling, joining, CAD
	Take inspiration from design – Refer to stately home gardens e.g speke hall, community	
	gardens e.g.Incredible edible knowsley and croxteth community garden and other school	Take inspiration from design –
	gardens e.g RHS school garden campaign	animal shells, chairs, igloos, shelters
	Design, make, evaluate and improve	Design, make, evaluate and improve
Milestones	Design with user in mind, motivated by the service a product will offer.	Cut materials with precision and
		refine the finish with appropriate
	Combine elements of deign from a range of inspirational designers throughout history, giving	tools (such as sanding wood after
	reasons for choices	cutting or using a more precise
		scissor cut after roughly cutting out
	Evaluate the design of products so as to suggest improvements to the user experience.	a shape).
	Combine elements of design from a range of inspirational designers throughout history, giving	Show an understanding of the
	reasons for choices.	qualities of materials in order to
		choose appropriate tools to cut and
	Create innovative designs that improve upon existing products.	shape (e.g. the nature of fabric may
		require sharper scissors than would
	Evaluate the design of products so as to suggest improvements to the user experience.	be used to cut paper).
	Design with the user in mind, motivated by the service a product will offer (rather than simply	Use software to design -
	for profit).	
	Make products through stages of prototypes, making continual refinements.	
	Use prototypes, cross-sectional diagrams and computer-aided designs to represent designs.	