

Year 4/5 Hazel	3.10 BOLOGNAISE To design and make a bolognaise dish	TEXTILES Design and make a stuffed toy	3.3. ELECTRONIC MOTORS To make a motorised car
Breadth	To design and make a bolognaise dish considering user and safety features – consider ingredients, adaptability and costs	To design and make a stuffed toy  To use blanket stitch, running stitch and cross stitch and applique for decoration	To make a motorised car  Explore rotary movement in electronic motors. Explore how when motors are combined with gears they will adjust speed
Threshold Concepts	Master practical skills - chopping Crushing Sautéing Stirring  Design, make, evaluate, improve.  Take inspiration from design – <b>pre-made bolognaise dishes – spaghetti bolognaise, lasagna and pasta al forno</b>	Master practical skills - drawing around a template, cutting a simple pattern, threading a needle, joining fabrics, running stitch, decorating fabric  Design, make, evaluate and improve.  Take inspiration from design – <b>puppets and soft toys</b>	Master practical skills - Measuring Estimating Cutting Joining Using electronic circuits  Design, make, evaluate, improve.  Take inspiration from design – <b>A motorised car</b>
Milestones	Prepare ingredients hygienically using appropriate utensils. Measure ingredients to the nearest gram accurately. Follow a recipe. Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking). Apply knowledge of techniques to decide which would be appropriate to the task. Adapt, organise, arrange, experiment	Cut materials accurately and safely by selecting appropriate tools.  Measure and mark out to the nearest millimetre. Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs)  Select appropriate joining techniques.  Understand the need for a seam allowance.  Join textiles with appropriate stitching.	Convert rotary motion to linear  Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding).  Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).

		<p>Select the most appropriate techniques to decorate textiles</p>	<p>Make products through stages of prototypes, making continual refinements.</p> <p>Create innovative designs that improve upon existing products.</p> <p>Evaluate the design of products so as to suggest improvements to the user experience.</p>
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