

Year One The Snail and The Whale	Year Two Grace and Family	Year Three Oliver and The Seawigs	Year Four The Iron Man	Year Five Floodland	Year Six Journey to the River Sea
<p><u>(moving boat)</u></p> <p>WALT: describe what I want to do using pictures and words</p> <p>WALT: make lists of materials I will need</p> <p>WALT: use scissors or a cutting tools to cut out</p> <p>WALT: know how some moving objects work</p> <p>WALT: join materials together</p>	<p><u>(food menu)</u></p> <p>WALT: understand the main rules for food hygiene</p> <p>WALT: use the term ingredients</p> <p>WALT: draw pictures with labels and some text</p> <p>WALT: to explain how the product will be useful to the user</p>	<p><u>Make a light turn on and off for a light house.</u></p> <p>WALT: make increasing use of ICT to plan ideas</p> <p>WALT: identify where evaluations have led to improvements</p> <p>WALT: say why something is useful</p> <p>WALT: understand and use electrical switches and bulbs</p>		<p><u>Make a simple buzzer game using wire and a buzzer.</u></p> <p>WALT: use and understand electrical buzzers</p> <p>WALT: plan an order of work thinking ahead</p> <p>WALT: clarify ideas through drawing and modelling</p> <p>WALT: identify what is working well and what might be improved making alternative choices.</p>	<p>WALT: evaluate a range of different sources of information (boat handbook)</p> <p>WALT: use our knowledge of science and art when designing</p> <p>WALT: research products using the internet</p> <p>WALT: measure and cut out in precise detail</p> <p>WALT: make separate elements of a model before combining</p>