

Design and Technology – Year 1 - Long Term Plan

	National Curriculum Coverage	Assessment
Autumn	<p>Smoothies – Cooking and nutrition</p> <p>Make</p> <ul style="list-style-type: none"> select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics <p>Evaluate</p> <ul style="list-style-type: none"> explore and evaluate a range of existing products <p>Cooking and Nutrition</p> <ul style="list-style-type: none"> use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from. 	<p>Generating ideas - designing</p> <ul style="list-style-type: none"> Design appealing products for a particular user based on simple design criteria. Generate initial ideas and design criteria through own experiences. Develop and communicate these ideas through talk and drawings and mock ups where relevant. <p>Making</p> <ul style="list-style-type: none"> Select and use simple utensils, tools and equipment to perform a job e.g. peel, cut, slice, squeeze, grate and chop safely; marking out, cutting, joining and finishing; cut, shape and join paper and card. Select from a range of ingredients and materials according to their characteristics to create a chosen product.
Spring	<p>Moving storybook – Mechanisms</p> <p>Design</p> <ul style="list-style-type: none"> design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology <p>Make</p> <ul style="list-style-type: none"> select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics <p>Evaluate</p> <ul style="list-style-type: none"> explore and evaluate a range of existing products evaluate their ideas and products against design criteria <p>Technical Knowledge</p> <ul style="list-style-type: none"> explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. 	<p>Evaluating</p> <ul style="list-style-type: none"> Taste, explore and evaluate a range of products to determine the intended user's preferences for the product Evaluate their ideas throughout and finished products against design criteria, including intended user and purpose. <p>Knowledge</p> <p><u>Food</u></p> <ul style="list-style-type: none"> Understand where a range of fruit and vegetables come from e.g. farmed or grown at home. Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The eat well plate. Know and use technical and sensory vocabulary relevant to the project. <p><u>Mechanisms</u></p> <ul style="list-style-type: none"> Explore and use sliders and levers. Understand that different mechanisms produce different types of movement. Know and use technical vocabulary relevant to the project.
Summer	<p>Puppets – Textiles</p> <p>Design</p>	<p><u>Textiles</u></p> <ul style="list-style-type: none"> Understand how simple 3-D textile products are made, using a template to create two identical shapes.

	<ul style="list-style-type: none"> • design purposeful, functional, appealing products for themselves and other users based on design criteria • generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology <p>Make</p> <ul style="list-style-type: none"> • select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics <p>Evaluate</p> <ul style="list-style-type: none"> • evaluate their ideas and products against design criteria 	<ul style="list-style-type: none"> • Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. • Explore different finishing techniques • Know and use technical vocabulary relevant to the project.
--	---	---

https://www.kapowprimary.com/wp-content/uploads/2021/05/O_DT-Curriculum-Overview-Plus-MixedAge-18-05-21.pdf