## DT Medium Term Planner: Year 1

- 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
- Make

٠

Design

- 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

## Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria



• explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

	Context	Intent: Objectives		Implementation: Sequence of teaching
Autumn 2 Micro project	Create a pop-up Christmas Card	Design - Use talk to plan Evaluate -Explain their opinions linked to existing products	Make         Select tools/equipment to cut, shape, join, finish and explain choices         -Choose suitable materials and explain choices         Technical Knowledge         -Explore and use mechanisms (pop up)in their products	<ul> <li>Explore Christmas books with pop up mechanisms</li> <li>Evaluate how well these mechanisms work and if they add interest/fun</li> <li>Explore how pop up mechanisms work through teacher modelling</li> <li>Talking partners discussions of ideas for how to use pop up mechanism in own product</li> <li>Children make pop up cards selecting from tools and materials</li> </ul>
Spring 1 Subject Focus	Make moving pictures	Design -Have own ideas -Explain what the product is for and how it will work -Use talk and pictures to plan -Design a product using design criteria Evaluate Evaluate Evaluate their product through discussion in relation to the purpose	Make         -Join materials using glue and masking tape         -Select tools/equipment to cut, shape, join, finish and explain choices         -Choose suitable materials and explain choices         Technical Knowledge         -Explore and use mechanisms such as levers and sliders in their products         -Suggest ways to make materials/products stronger	<ul> <li>-Explore paper sculpture and joining paper</li> <li>-Explore moving pictures, created by the teacher, that employ sliders and levers</li> <li>-Use talk to share ideas about how to use mechanisms in a card for family (Mother's Day and/or Easter)</li> <li>-Make a card that must incorporate a mechanism and can incorporate paper sculpture and joining techniques</li> <li>-Evaluate card through peer discussion. Does my card have a mechanism? Does the mechanism work? Is my card interesting/appealing? How could I make my card better?</li> </ul>



Micro ar Project m fri w be	Jse tools ind naterials rom the voodwork vench to nake a boat	Design -Have own ideas Evaluate -Begin to evaluate their own products, identifying strengths and weaknesses	Make         -Select tools/equipment to cut, shape, join, finish and explain choices         -Consider what I need to do next         Technical Knowledge         -Explore and use mechanisms such as levers and sliders in their products         -Suggest ways to make materials/products stronger	<ul> <li>-Read Monty Must Read 'Lost and Found'</li> <li>-Look at a finished model of a wooden boat. Discuss tools and processes that might be used to make it</li> <li>-Revisit woodwork bench safety rules</li> <li>-Learn how to use a palm drill safely</li> <li>-Drill hole and cut dowel with a hacksaw for a mast</li> <li>-Use a running stitch to make a sail</li> <li>-Peer evaluation of strengths and weaknesses of finished boat</li> </ul>
SubjectccFocusve	Design and ook a egetarian izza	Design -Design a product for self, using design criteria -Research similar existing products Evaluate -Explain their opinions linked to existing products -Begin to evaluate their own products, identifying strengths and weaknesses	Make         -Explain what I am making and why it fits the purpose         -Consider what I need to do next         Cooking and Nutrition         -Understand where food comes from (plant or animal)         -Describe differences between some food groups (i.e sweet, vegetables etc)         -Discuss which foods are healthy         Cut, peel and grate safely, with support.	<ul> <li>-Learn about the farm to fork journey of tomatoes.</li> <li>-Explore ingredients such as herbs and vegetables in the classroom and visit allotment to observe fruit and vegetables growing.</li> <li>-Taste test some pizzas with different toppings and RAG rate</li> <li>-Children design pizza selecting which base and toppings they will use.</li> <li>-Learn why and how to work hygienically when cooking and produce food safety posters to display during cooking.</li> <li>-Make sauce and add toppings to pizzas.</li> <li>-Evaluate their pizza considering what worked well and how they would improve it.</li> </ul>