Design Technology Long-Term Overview

Curriculum Driver: Be Brave

The below overview may be subject to change depending on the needs of the children.

Design Technology		Autumn 1 Week 2	Autumn 1 Week 3	Autumn 1 Week 4	Autumn 1 Week 5
Cooking and Nutrition	**Year 1 Smoothies**	**Fruits** To identify fruits.	**Growing** To describe where fruits and vegetables grow.	**Cutting, juicing and testing ingredients** To practice food preparation skills and select ingredients for a recipe.	. **Making smoothies** To apply food preparation skills to a recipe. **Evaluating** To evaluate against the design brief.
	Year 2 'Balanced Diet'	**Food groups and balanced meals** To recognise food and their food groups and identify the balance of groups in a meal.	**Preparing and taste testing ingredients** To identify appropriate pieces of equipment to prepare food and select balanced combinations of ingredients.	**Planning recipes** To design based on criteria.	**Creating and evaluating wraps** To evaluate a dish based on design criteria.
	Longitudinal Learning: To design, make and evaluate.				
Design Technology		**Autumn 2 Week 4**	**Autumn 2 Week 5**	**Autumn 2 Week 6**	**Autumn 2 Week 7**
Structures	**Year 1 'Stable structures'**	**Exploring stability** To explore stability by balancing.	**Building stable towers** To explore wide or narrow bases by building towers.	**Stabilising structures with weight** To test a structures stability with weight added in different places. **Designing a stable pencil pot** To design a stable structure that meets the needs of the user.	**Making a stable pencil pot** To use a variety of cutting and joining techniques to make a stable product.
	Year 2 'Baby bears chair' (option 2 on Kapow)	**Exploring stability** To explore the concept and features of structures and the stability of different shapes.	**Strengthening materials** To understand that the shape of a structure affects its strength.	**Making a bear's chair** To make a structure according to design criteria.	**Fixing and testing a bear's chair** To produce a finished structure and evaluate it strength, stiffness and stability.
	Longitudinal Learning: To design, make and evaluate.				
Design Technology		**Spring 1 Week 1**	**Spring 1 Week 2**	**Spring 1 Week 3**	**Spring 1 Week 4**
Textiles	**Year 1 'Puppets'**	**Joining fabrics** To join fabrics together using different materials.	**Designing my puppet** To use a template to create my design.	**Making and joining my puppet** To join two fabrics together accurately.	**Decorating my puppet** To embellish my design using joining methods.
	Year 2 'Pouches'	**Running stitch** To sew a running stitch.	**Using a template** To sew a running stitch.	**Making a pouch** To join fabrics using a running stitch.	**Decorating a pouch** To decorate a pouch using stitching.
	Longitudinal Learning: To design, make and evaluate.				
		Summer 2 Week 1	**Summer 2 Week 2**	**Summer 2 Week 3**	**Summer 2 Week 4**
Mechanisms	**Year 1 'Making a moving storybook' (option 2 on Kapow)**	**Exploring sliders and movement** To explore making mechanisms.	**Design** To design a moving storybook.	**Construction** To construct a moving picture.	**Testing and evaluation** To evaluate my finished product.
	Year 2 'Making a moving monster'	**Pivots, levers and linkages** To look at objects and understand how they move.	**Making linkages** To look at objects and understand how they move.	**Designing my monster** To explore different design options.	**Making my monster** To make a moving monster.
	Longitudinal Learning: To design, make and evaluate.				