

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 | |
| | 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 'Constructing a shelter' | Shelters To know what a shelter is and why it's important. | Testing Materials To investigate and test materials that can be used to make a shelter. | Designing our shelter To design a shelter for our class teddy using suitable materials. | Building our shelter To construct a simple shelter for our class teddy. | |
| | Year 2 'Constructing chairs' | 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 2 | Spring 1 Week 3 | Spring 1 Week 4 | Spring 1 Week 5 | Spring 1 Week 6 |
| Textiles | Year 1 'Little Red Riding Hood Puppets' | Pinxton Puppet Workshop To explore different types of puppets and learn how they move. | 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 'Dear Earth 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' | 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. | |



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| | <p>Year 2 'Wheels and axels'</p> | <p>How do wheels move? To understand how wheels move.</p> | <p>Fixing broken wheels To identify what stops wheels from turning.</p> | <p>Designing a vehicle To design a moving vehicle.</p> | <p>Wacky races To build a moving vehicle.</p> | |
| <p>Longitudinal Learning: To design, make and evaluate.</p> | | | | | | |