

**KS1 Cycle B Design and Technology Medium Term Plan**

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|  | **Autumn** | **Spring** | **Summer** |
| **Curriculum Objective** | **Mechanisms:**POAP - Wheels and Axles Design, make and evaluate – moving vehicle | **Textiles:**POAP - Templates and Joining TechniquesDesign, make and evaluate - puppets | **Cooking and Nutrition:**POAP - Preparing Fruit and VegetablesVegetable Soup |
| **Vocabulary to support Substantive and Disciplinary Knowledge** | vehicle, wheel, axle, axle holder, chassis, body, cab, assembling, cutting,joining, shaping, finishing, fixed, freemoving, mechanism, names of tools,equipment and materials, design, make, evaluate, purpose, user, criteria, function | names of existing products, joining andfinishing techniques, needle, pin, fabric, template, pattern pieces,mark out, join, decorate, finish,features, suitable, quality, mock-updesign brief, design criteria, make,evaluate, user, purpose, function | names of vegetables, knife, chopping board, grater, peeler, scissors, vocabulary e.g. soft, juicy, crunchy, slicing, peeling, cutting, healthy diet, ingredients selecting, planning, tasting, popular, design, evaluate, criteria |

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| **I will know….** | Design * I can generate ideas based on simple design criteria and my own experiences, explaining what I could make.
* I can develop and communicate ideas through drawings and mock-ups.
* I can select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing.
* I can explore and evaluate a range of products with wheels and axles.

Make* I can select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics.
* I can explore and use wheels, axles and axle holders.
* I can distinguish between fixed and freely moving axles.
* I know and use technical vocabulary relevant to the project.

Evaluate* I can evaluate my ideas throughout and my products against original criteria.
 | Design * I can design a functional and appealing product for a chosen user and purpose based on simple design criteria.
* I can generate, develop, model and communicate my ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology.
* I can explore and evaluate a range of existing textile products relevant to the project being undertaken.
* I understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling.
* I can explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.

Make* I can select from and use textiles according to their characteristics.
* I can select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing.
* I understand how simple 3-D textile products are made, using a template to create two identical shapes.
* Know and use technical vocabulary relevant to the project.

Evaluate* I can evaluate my ideas throughout and my final products against original design criteria.
 | Design * I can design appealing products for a particular user based on simple design criteria.
* I can generate initial ideas and design criteria through investigating a variety of vegetables.
* I can communicate my ideas through talking and drawings.
* I can select from a range of vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product.
* I can taste and evaluate a range of vegetables to determine the intended user’s preferences.
* I can understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The Eatwell Guide.
* I understand where a range of fruit and vegetables come from e.g. farmed or grown at home.

Make* I can use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely.
* I know and use technical and sensory vocabulary relevant to the project.

Evaluate* I can evaluate ideas and finished products against design criteria, including intended user and purpose.
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