

# The Hangout Curriculum

## Design Technology



Cycle 1		
Autumn Term	Spring Term	Summer Term
<b>Going To The Zoo</b> <u>Textiles</u> <u>Animal Puppets</u>	<b>Our Country</b> <u>Structures</u> <u>Landmark/Monument</u>	<b>The Great Outdoors</b> <u>Food and Nutrition</u> <u>Making Soup (Seasonal)</u>
<b>Lesson 1 – Exploring Existing Products (Puppets)</b> <ul style="list-style-type: none"> <li>Explore and evaluate a range of existing textile products relevant to the project being undertaken.</li> </ul>	<b>Lesson 1 – Explore existing landmarks/monuments.</b> <ul style="list-style-type: none"> <li>Explore a range of existing freestanding structures in the school and local environment e.g. everyday products and buildings.</li> </ul>	<b>Lesson 1 – Tasting Session (Existing seasonal recipes)</b> <ul style="list-style-type: none"> <li>Taste and evaluate a range of fruit and vegetables to determine the intended user's preferences.</li> </ul>
<b>Lesson 2 – Design an Animal puppet</b> <ul style="list-style-type: none"> <li>Design a functional and appealing product for a chosen user and purpose based on simple design criteria.</li> <li>Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates.</li> </ul>	<b>Lesson 2 – Design a landmark/monument.</b> <ul style="list-style-type: none"> <li>Generate ideas based on simple design criteria and their own experiences, explaining what they could make.</li> <li>Develop, model and communicate their ideas through talking, mock-ups and drawings.</li> </ul>	<b>Lesson 2 – Design a soup recipe</b> <ul style="list-style-type: none"> <li>Design appealing products for a particular user based on simple design criteria.</li> <li>Generate initial ideas and design criteria through investigating a variety of fruit and vegetables.</li> <li>Communicate these ideas through talk and drawings.</li> <li>Understand where a range of fruit and vegetables come from e.g. farmed or grown at home.</li> </ul>
<b>Lesson 3 – Working with material (Making puppet)</b> <ul style="list-style-type: none"> <li>Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing.</li> <li>Select from and use textiles according to their characteristics.</li> <li>Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.</li> </ul>	<b>Lesson 3/4 – Making and Painting own landmark/monument.</b> <ul style="list-style-type: none"> <li>Plan by suggesting what to do next.</li> <li>Select and use tools, skills and techniques, explaining their choices.</li> <li>Select new and reclaimed materials and construction kits to build their structures.</li> <li>Use simple finishing techniques suitable for the structure they are creating.</li> </ul>	<b>Lesson 3 – Shopping for ingredients</b> <ul style="list-style-type: none"> <li>Know and use technical and sensory vocabulary relevant to the project.</li> </ul>
<ul style="list-style-type: none"> <li><b>Lesson 4 – Joining materials – staples.</b> Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing.</li> </ul>		<b>Lesson 4 – Making soup.</b> <ul style="list-style-type: none"> <li>Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely.</li> <li>Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product</li> </ul>