

Year 1 Design Technology Scheme of Work

Autumn – Homes (Structures)

Learning Outcomes –

- To explore different types of houses and identify shapes and features
- To be able to design a house
- To investigate ways of creating the interior features of a house.
- To be able to follow a design to create a house
- To be able to evaluate a finished product

Throughout the year

- State what products they are designing & making and say whether their products are for themselves or other users.
- Use finishing techniques, including those from art and design
- Talk about their design ideas and what they are making and why
- Make simple judgements about their products and ideas against design criteria
- Suggest how their products could be improved
- Evaluate: How products work, how products are used, what materials products are made from and what they like and dislike about products
- Begin to talk about what could make product better

Skills:	Design	Make	Evaluate	Technical Knowledge – Materials/ Structures	Vocabulary
	• Explain what my product is for, and how it will work • Use pictures and words to plan, begin to use models • Research similar existing products • Model ideas by exploring materials, components and construction kits and	• Select tools/equipment to cut, shape, join, finish and explain choices • Measure, mark out, cut and shape, with support	• Talk about existing products considering: use, materials, how they work, audience, where they might be used	• Begin to measure and join materials, with some support • Describe differences in materials	➤ Build ➤ Strong ➤ Roof ➤ Strengthen ➤ Secure ➤ Safe ➤ Shapes ➤ Fieldwork ➤ Features

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	by making templates and mock-ups	- Choose suitable materials and explain choices - Assemble, join and combine materials and components	- Talk about existing products, and say what is and isn't good - Suggest how their products could be improved	Suggest ways to make material/product stronger	➤ Inhabit
Spring – Eat More Fruit and Vegetables (Food and Nutrition)					
Learning Outcomes – - To find out the favourite fruits and vegetables in the class and present the data in a pictogram - To examine, taste and describe a variety of fruits and vegetables - To find out how to handle and prepare a variety of fruits and vegetables - To be able to design a recipe to include fruit and/or vegetables To be able to make and evaluate a food product based on a design					
Throughout the year - State what products they are designing & making and say whether their products are for themselves or other users. - Use finishing techniques, including those from art and design - Talk about their design ideas and what they are making and why - Make simple judgements about their products and ideas against design criteria - Suggest how their products could be improved - Evaluate: How products work, how products are used, what materials products are made from and what they like and dislike about products - Begin to talk about what could make product better					

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Skills:	Design	Make	Evaluate	Technical Knowledge – Food & Nutrition	<u>Vocabulary</u>
	- Have own ideas - Explain what I want to do - Use pictures and words to plan, begin to use models - Design a product for myself following design criteria - Research similar existing products - Use information and communication technology, where appropriate, to develop and communicate their ideas	- Work in a safe and hygienic manner - Follow procedures for safety and hygiene	Suggest how their products could be improved	- Describe textures - Wash hands & clean surfaces - Think of interesting ways to decorate food - Say where some foods come from, (i.e. plant or animal) - Describe differences between some food groups (i.e. sweet, vegetable etc.) - Discuss how fruit and vegetables are healthy - Cut, peel and grate safely, with support	➤ Cut ➤ Chop ➤ Prepare ➤ Grate ➤ Peel ➤ Smoothie ➤ Slice ➤ Healthy ➤ Hygiene ➤ Salad ➤ fruit
Summer – Moving Pictures (Mechanisms: Levers and Sliders)					
Learning Outcomes – - To be able to create a sliding mechanism. - To be able to use levers to create a moving mechanism. - To investigate and create wheel mechanisms. - To be able to design a picture with a moving mechanism.					

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- To be able to make a moving picture based on a design.
- To be able to evaluate a moving picture.

Throughout the year

- State what products they are designing & making and say whether their products are for themselves or other users.
- Use finishing techniques, including those from art and design
- Talk about their design ideas and what they are making and why
- Make simple judgements about their products and ideas against design criteria
- Suggest how their products could be improved
- Evaluate: How products work, how products are used, what materials products are made from and what they like and dislike about products
- Begin to talk about what could make product better

Skills:	Design	Make	Evaluate	Technical Knowledge – Mechanisms	<u>Vocabulary</u>
	• Describe what their products are for • Say how their products will work • Use pictures and words to plan, begin to use models • Research similar existing products	• Explain what I'm making and why • Consider what I need to do next • mark out and cut with support	• Talk about my work, linking it to what I was asked to do • Talk about existing products considering how they work, • Talk about existing products, and say what is and isn't good • Talk about things that other people have made • Begin to talk about what could make product better	• Begin to use levers or slides	➤ Lever ➤ Scene ➤ Object ➤ Movement ➤ Cut ➤ Design ➤ Rotate ➤ Slide ➤ Split-pin ➤ Pivot