

KS1 D&T COVERAGE

	Autumn	Spring	Summer
<b>DESIGN</b>	Cycle and topic title.	Cycle and topic title.	Cycle and topic title.
Design purposeful, functional, appealing products for themselves and other users based on design criteria.	<p>Cycle 1 Who has the power? Design and create an emergency vehicle. Design with function in mind.</p> <p>Cycle 2 What have we learnt from the past? Victorian Afternoon Tea. Mrs Beeton. Sandwiches and cakes/gingerbread.</p>	<p>Cycle 1 What is on top of the hill? Design a medieval banquet.</p> <p>Cycle 2 What makes a community? Design and construct simple shops and houses. Shoe box town. Agree design criteria.</p>	<p>Cycle 1 What lies beneath the waves? Design and create own sea creature from textiles. Printing of sea scape backgrounds.</p> <p>Cycle 2 What left a footprint on the planet? Junk modelling dinosaurs. Design and create based on simple criteria.</p>
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.	<p>Cycle 1 Who has the power? Design and create an emergency vehicle. Sketch and discuss ideas.</p> <p>Cycle 2 What have we learnt from the past? Victorian Afternoon Tea. Discuss ideas/plan ingredients etc.</p>	<p>Cycle 1 What is on top of the hill? Design a medieval banquet.</p> <p>Cycle 2 What makes a community? Design and construct simple shops and houses. Shoe box town. Discuss and sketch ideas. Use ICT in research.</p>	<p>Cycle 1 What lies beneath the waves? Design and create own sea creature from textiles/print seascapes.. Discuss plans, sketch ideas.</p> <p>Cycle 2 What left a footprint on the planet? Junk modelling dinosaurs. Discuss sketches and designs.</p>
<b>MAKE</b>			
Select from and use a range of tools and equipment to perform practical tasks eg: example, cutting, shaping, joining and finishing.	<p>Cycle 1 Who has the power? Design and create an emergency vehicle. Assemble and cut out.</p> <p>Cycle 2 What have we learnt from the past? Victorian Afternoon Tea. Kitchen and Baking utensils.</p>	<p>Cycle 1 What is on top of the hill? Design a medieval banquet. Cooking and prep utensils.</p> <p>Cycle 2 What makes a community? Design and construct simple shops and houses. Shoe box town. Tools for joining and finishing etc</p>	<p>Cycle 1 What lies beneath the waves? Design and create own sea creature from textiles. Select appropriate tools for joining and construction.</p> <p>Cycle 2 What left a footprint on the planet? Junk modelling dinosaurs. Design and create own dinosaur and create from junk materials.</p>

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			Select appropriate tools for joining and construction.
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	<p>Cycle 1 Who has the power? Design and create an emergency vehicle. Choose materials for body and components based on characteristics.</p> <p>Cycle 2 What have we learnt from the past? Victorian Afternoon Tea. Identifying and sourcing ingredients.</p>	<p>Cycle 1 What is on top of the hill? Design a medieval banquet. Choose appropriate ingredients.</p> <p>Cycle 2 What makes a community? Design and construct simple shops and houses. Shoe box town. Choose structure materials and components based on required characteristics.</p>	<p>Cycle 1 What lies beneath the waves? Design and create own sea creature from textiles. Print background.</p> <p>Cycle 2 What left a footprint on the planet? Junk modelling dinosaurs. Select from junk materials. Investigate materials to use.</p>
<b>EVALUATE</b>			
Explore and evaluate a range of existing products.	<p>Cycle 1 Who has the power? Design and create an emergency vehicle. Look at existing emergency vehicles and those from the period.</p> <p>Cycle 2. Cycle 2 What have we learnt from the past? Victorian Afternoon Tea. Looking at existing sandwich/cake products and packaging. Compare to those from the era.</p>	<p>Cycle 2 What makes a community? Design and construct simple shops and houses. Shoe box town. Look at examples of playhouses/dollhouses etc to see how they are made.</p>	
Evaluate their ideas and products against design criteria.	<p>Cycle 1 Who has the power? Design and create an emergency vehicle. Look at existing emergency vehicles and those from the period.</p> <p>Cycle 2.</p>	<p>Cycle 1 What is on top of the hill? Design a medieval banquet. Evaluate their product v.simple criteria.</p> <p>Cycle 2</p>	<p>Cycle 1 What lies beneath the waves? Design and create own sea creature from textiles/print seascape background. Evaluate their product v.simple criteria.</p>

KS1 D&T COVERAGE

	<p>What have we learnt from the past?                  Victorian Afternoon Tea.                  Purpose of the meal.                  Simple design criteria.</p>	<p>What makes a community?                  Design and construct simple shops and houses. Shoe box town.                  Evaluate their product v.simple criteria.</p>	<p>Cycle 2                  What left a footprint on the planet?                  Junk modelling dinosaurs. Design and create own dinosaur and create from junk materials.                  Evaluate their product v.simple criteria.</p>
<b>TECHNICAL KNOWLEDGE</b>			
<p>Build structures, exploring how they can be made stronger, stiffer and more stable.</p>	<p>Cycle 1                  Who has the power?                  Design and create an emergency vehicle.                  Explore how it can be improved/strengthened.</p>	<p>Cycle 2                  What makes a community?                  Design and construct simple shops and houses. Shoe box town. Look at how they could be improved/strengthened</p>	<p>Cycle 2.                  Review dinosaur models and look at how they could be improved/strengthened.</p>
<p>Explore and use mechanisms (eg: levers, sliders, wheels and axles) in their products.</p>	<p>Cycle 1                  Who has the power?                  Design and create an emergency vehicle.                  Incorporate wheels and axels etc. 'Moving parts'</p>		<p>Cycle 2                  What left a footprint on the planet?                  Junk modelling dinosaurs. Design and create own dinosaur and create from junk materials.                  Include mechanisms in design and build: 'moving parts'.</p>
<b>COOKING AND NUTRITION</b>			
<p>Use the basic principles of a healthy and varied diet to prepare dishes.</p>	<p>Cycle 2                  What have we learnt from the past?                  Victorian Afternoon Tea.                  How healthy is an afternoon tea? Evaluate contents.</p>	<p>Cycle 1                  What is on top of the hill?                  Design a medieval banquet.</p>	
<p>Understand where food comes from.</p>	<p>Cycle 2                  What have we learnt from the past?                  Victorian Afternoon Tea.                  Provenance of the ingredients.</p>	<p>Cycle 1                  What is on top of the hill?                  Design a medieval banquet.                  Evaluate their product v.simple criteria.</p>	

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