

Design Technology Long Term Plan Overview KS1

Cycle A 2022/23	Autumn			Spring			Summer		
Theme Title	This is Me!	Toy Story		A Long, Long, Long Time Ago	Amelia Earhart		Down in the Garden	Seaside	
Design Technology Study Title	Make a vehicle			Structures			Stitch a hat		
Suggested Product Teachers can change the product to fit their students	Product A vehicle	Purpose To explore the desert/forest	User An explorer	Product A bug hotel	Purpose Provide a habitat for bugs	User A minibeast	Product A sunhat	Purpose To protect a bear from the sun	User A teddy bear
Area of Focus	Workshop - Mechanisms and Mechanical Systems			Workshop - Structures			Textiles		
	<ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users based on design criteria - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics - explore and evaluate a range of existing products - evaluate their ideas and products against design criteria - explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products 			<ul style="list-style-type: none"> -Explore how to make structures stronger. -Investigate different techniques for stiffening a variety of materials. -Test different methods of enabling structures to remain stable. -Join appropriately for different materials and situations e.g. glue, tape. -Mark out materials to be cut using a template. -Use a glue gun with close supervision. 			<ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users based on design criteria - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics - explore and evaluate a range of existing products - evaluate their ideas and products against design criteria 		

Cycle B 2023/24	Autumn			Spring			Summer		
Theme Title	Fire and Ice	Pirates	Where the Wild Things Are	The Wright Brothers	Field to Fork	Wonderful World			
Design Technology Study Title	Moving parts book			Sturdy Shelters			Fantastic Food		
Suggested Product Teachers can change the product to fit their students	Product	Purpose	User	Product	Purpose	User	Product	Purpose	User
	Illustration with moving parts	Support a written description	KS1 Child	A shelter	Protect from wind and rain	The Wild Things	A picnic	Use items from the field	KS1 child
Area of Focus	Workshop - Mechanisms and Mechanical Systems			Workshop - Structures			Cooking and Nutrition		
Skills to be built upon	<ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users based on design criteria - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics - explore and evaluate a range of existing products - evaluate their ideas and products against design criteria - explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products 			<ul style="list-style-type: none"> -Explore how to make structures stronger. -Investigate different techniques for stiffening a variety of materials. -Test different methods of enabling structures to remain stable. -Join appropriately for different materials and situations e.g. glue, tape. -Mark out materials to be cut using a template. -Use a glue gun with close supervision. 			<ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users based on design criteria - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics - evaluate their ideas and products against design criteria - use the basic principles of a healthy and varied diet to prepare dishes 		

Cycle C 2024/2025	Autumn			Spring			Summer		
Theme Title	Funnybones	War and Remembrance		Pole to Pole	Neil Armstrong - Moon Landings		Fairy Tales	Castles	
Design Technology Study Title	Autumn Smoothies			Puppets			Building Homes (Link to science-testing materials)		
Suggested Product Teachers can change the product to fit their students	Product Smoothie	Purpose Autumnal fruit and veg	User Adult	Product A finger puppet	Purpose To bring a story to like	User A KS2 child	Product A slide	Purpose The fastest slide	User A small world figure
Area of Focus	Cooking and Nutrition			Textiles			Workshop - Architectures and Structures		
	<ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users based on design criteria - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics - evaluate their ideas and products against design criteria - use the basic principles of a healthy and varied diet to prepare dishes 			<ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users based on design criteria - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics - explore and evaluate a range of existing products - evaluate their ideas and products against design criteria 			<ul style="list-style-type: none"> design purposeful, functional, appealing products for themselves and other users based on design criteria - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics - explore and evaluate a range of existing products - evaluate their ideas and products against design criteria - build structures, exploring how they can be made stronger, stiffer and more stable 		