



Design Technology

Curriculum Overview

Year 1



Concepts	User	Identify who the product is for and why it is useful. Compare alternatives of the same product	
	Implementation	Select and use a range of different techniques and tools. Consider the effectiveness of these.	
	Innovation	Generate, develop, model and communicate possible improvements Respond to design criteria.	
Mechanisms	Explore levers and sliders to make a moving story book.		
Context	Experiment with sliders before planning and making three pages of a moving story book, based on a familiar story, drawing the page backgrounds, creating the moving parts and assembling it.		
Design	Planning and sketching the mechanical elements in the moving story book		
Make	Assembling mechanisms to create various movements (up, down, along, around)		
Evaluate	Reflecting on the finished moving story book, by expressing likes, dislikes and improvements		
Technical Knowledge	Exploring how levers and sliders work in a paper-card format to create different movements		
Vocabulary	Making a moving story book - assemble, design, evaluation, mechanism, model, sliders, stencil, target audience, template, test		
Skills application	Reading - appreciating rhymes such as Humpty Dumpty, Art and Design - Drawing the background of their design along with the moving parts		
Recap	Do I know that things move up, down and side to side?		
Textiles	Learn the different ways they can join fabrics together through the creation of a puppet.		
Context	Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Develop technical skills of cutting, glueing, stapling and pinning.		
Design	Designing a puppet based on a character, using a template and considering which colours and features will be needed		
Make	Cutting and joining fabric using glue, pins or staples, as well as attaching any additional features		
Evaluate	Testing and exploring different methods of joining fabrics, and determining which would be best for the puppet, reflecting on the finished product		
Technical Knowledge	Understanding the various techniques used to join two fabrics together		
Vocabulary	Decorate, design, fabric, glue, model, hand puppet, safety pin, staple, stencil, template		
Skills application	Reading - Listening to and answering questions about the main character's appearance in Little Red Riding Hood (or another story of your choice)		
Recap	Can I use scissors safely and correctly?, Do I know what different fabrics feel like?		

Cooking & Nutrition	Learn how to identify fruits and vegetables. Then apply this knowledge to design and make a smoothie.
Context	Handle and explore fruits and vegetables and learn how to identify which category they fall into, before undertaking taste testing to establish chosen ingredients for a smoothie they will make, with accompanying packaging.
Design	Designing a smoothie carton, using traditional or digital (ICT) methods based on a chosen ingredient combination; selecting fruits and vegetables for a smoothie recipe
Make	Preparing, chopping and blending fruit and vegetables
Evaluate	Trialling and exploring combinations of ingredients, specifying favourite combinations
Cooking and Nutrition	Recognising the difference between fruit and vegetables, describing texture and taste, developing knowledge about where fruit and vegetables grow, identifying parts of a plant
Vocabulary	Blender, carton, fruit, healthy, ingredients, peel, peeler, recipe, slice, smoothie, stencil, template, vegetable
Skills application	Science - Thinking scientifically - classifying fruit and vegetables Animals, including humans - learning about the importance of fruit and vegetables in the diet and food hygiene
Recap	Can I identify different fruit and vegetables?