

# The Northway Curriculum

Year 1

Design Technology

Unit One

Free Standing Structures



LO I can investigate different types of bridges and make some using construction kits		
LO: I can design a bridge that will meet the criteria and decide how I will make it and what I will make it from		
L.O: I can make my bridge using a variety of techniques		
LO I can test my bridge and see if it meets the specification		
LO I can say what I would do to make my next bridge better next time		

Year  
Design Technology

**Design**

Can generate ideas based on simple criteria  
Develop and communicate their ideas through talking and drawings

**Making**

Plan by saying what to do next  
Select and use tools, skills and techniques  
Select new and reclaimed material to build their bridge.

**Evaluating**

Explore a range of different bridges  
Evaluate how well their product went

**Technical knowledge and understanding**

Know how to make their structure stronger, stiffer and more stable  
Know and use technical vocabulary relevant to the project.

**Technical Vocabulary**

Cut, fold, join, fix, structure, framework, design criteria, function

**Prior Learning**

Experience of using construction kits to build walls, towers and frameworks.

- Experience of using of basic tools e.g. scissors or hole punches with construction materials e.g. plastic, card.
- Experience of different methods of joining card and paper.

# The Northway Curriculum

Year 1

Design Technology

Unit Two

Templates and joining Techniques- Puppets



LO: Investigate different types of puppet, how do they move? What materials are they made from

LO: Discuss with Rec classes, what sort of glove puppet would be popular, what type of things would they want?

LO: Create templates of individual children's hands, thinking about the shape of the puppet they are making.

LO: Children to use templates to create outline and cut out puppet

LO: Children to sew the halves of their puppet together and decorate the outside appropriately

LO: Present their puppets to the reception children

Year  
Design Technology

**Designing**

· Design a functional and appealing product for a chosen user and purpose based on simple design criteria.

**Making**

Select tools and equipment to perform tasks such as cutting and joining  
Select materials suitable for their design

**Evaluating**

Explore and evaluate a range of existing textile products relevant to the project being undertaken.  
· Evaluate their ideas throughout and their final products against original design criteria

**Technical Knowledge and Understanding**

· Understand how simple 3-D textile products are made, using a template to create two identical shapes.  
· Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling.  
· Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.  
· Know and use technical vocabulary relevant to the project.

**Technical Vocabulary**

template, pattern pieces, mark out, join, decorate, finish  
Joining techniques, tools, fabrics and components

**Prior Learning**

Explored and used different fabrics.  
Cut and joined fabrics with simple techniques.  
Thought about the user and purpose of products.

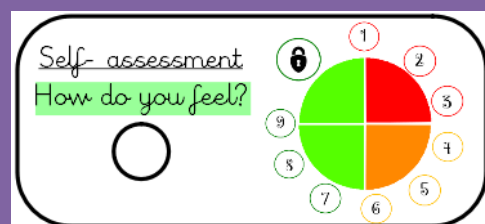
# The Northway Curriculum

Year

Design Technology

Unit Three

Preparing Fruits and Vegetables



**LO: Tasting different fruits, which ones do we like? How would we describe them?**

**LO: Collecting data, which is our favourite fruit?**

**LO: Which fruits go together eg. citrus fruits, sweet fruits, hard/soft fruits?**

**LO: Creating a fruit kebab mixing different fruits together.**

**LO: testing our fruit kebabs, which ones do we like the best and why?**

Year

Design Technology

Designing

- Design appealing products for a particular user based on simple design criteria.
- Generate initial ideas and design criteria through investigating a variety of fruit and vegetables.
- Communicate these ideas through talk and drawings.

Making

- Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely.
- Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product.

Evaluating

- Taste and evaluate a range of fruit and vegetables to determine the intended user's preferences.
- Evaluate ideas and finished products against design criteria, including intended user and purpose.

Technical knowledge and understanding

- Understand where a range of fruit and vegetables come from e.g. farmed or grown at home.
- Understand and use basic principles of a healthy and varied diet to prepare dishes, including how their ingredients are part of The eatwell plate.
- Know and use technical and sensory vocabulary relevant to the project.

Technical Vocabulary

Prior Learning

- Experience of common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell.
- Experience of cutting soft fruit and vegetables using appropriate utensils.