

Design Technology Curriculum Overview - Year 1

	Unit	Details
Spring Two	Textiles: puppets	<ul style="list-style-type: none"> ● Using a template to create a design for a felt puppet. ● Cutting fabric neatly with scissors. ● Using joining methods to decorate a puppet. ● Sequencing steps for construction. ● Reflecting on a finished product, explaining likes and dislikes.
Summer One	Structures: A moving windmill	<ul style="list-style-type: none"> ● Learning the importance of a clear design criteria. ● Including individual preferences and requirements in a design. ● Making stable structures from card, tape and glue. ● Learning how to turn 2D nets into 3D structures. ● Following instructions to cut and assemble the supporting structure of a windmill. ● Making functioning turbines and axles which are assembled into a main supporting structure.
Summer Two	Food: fruit and vegetables	<ul style="list-style-type: none"> ● Chopping fruit and vegetables safely to make a fruit kebab / salad. ● Identifying if a food is a fruit or a vegetable. ● Learning where and how fruits and vegetables grow. ● Tasting and evaluating different food combinations. ● Describing appearance, smell and taste.

Design technology is taught on a carousel with Art, which is then taught for the remainder of the year.