**Federation of Penny Acres and Wigley Primary Schools Design and Technology Long Term Map KS1**

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|  | Autumn | Spring | Summer |
| Year A(2022-2023) | Super ToysDT**Mechanisms – Wheels and Axles**push/pull toys e.g. car toy, shopping trolley (for mini shop), emergency vehicle, clown car etc. **Progression covered:**Generating ideas based on existing products, use a design criterion, create design, model ideas, describe uses and user, joining materials, cut and shape, evaluating (talking about what went well, what I would do differently), how to use wheels and axles.   | If you go down to the woods today…DT**Food and Nutrition - Preparing fruit and vegetables**fruit yogurts, fruit drinks, smoothies, kebabs, fruit jelly, vegetable salads**Progression covered:**Generating ideas based on existing products; use a design criterion; create design; describe uses and user; evaluating (talking about what went well, what I would do differently); working safely and hygienically; cut, peel and grate; discuss senses; healthy diet; where foods come from.   | The Very Hungry Caterpillar and FriendsDT**Textiles – Templates and Joining Techniques** glove puppet, finger puppet, fabric placemat, **Progression covered:**Generating ideas based on existing products; use a design criterion; create design; describe uses and user; evaluating (talking about what went well, what I would do differently); measuring and joining textiles; choosing textiles; creating 3D textile structures from shapes.  |

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| Year B(2023-2024) | Down on the FarmDT**Structures - Free Standing Structures****enclosures for farm animals**, bridge for billy goats gruff, playground equipment**Progression covered:** Generating ideas based on existing products, use a design criterion, create design, model ideas, describe uses and user, joining materials, cut and shape, evaluating (talking about what went well, what I would do differently), differences in materials, making materials stronger. | People Who Help UsDT**Mechanisms – Sliders and Levers**greetings card (thank you card to helper), poster, display, class/group book **Progression covered:** Generating ideas based on existing products, use a design criterion, create design, model ideas, describe uses and user, joining materials, cut and shape, evaluating (talking about what went well, what I would do differently), how to use sliders and levers.  | All ChangeDT**Food and Nutrition - Preparing Fruit and Vegetables**fruit yogurts, fruit drinks, smoothies, kebabs, fruit jelly, vegetable salads**Progression covered:**  Generating ideas based on existing products; use a design criterion; create design; describe uses and user; evaluating (talking about what went well, what I would do differently); working safely and hygienically; cut, peel and grate; discuss senses; healthy diet; where foods come from. |
| Year C(2021-2022) | Bright Lights, Big CityDT**Structures – Free Standing Structures** playground/park/garden furniture, playground equipment, bridges **Progression covered:** Generating ideas based on existing products, use a design criterion, create design, model ideas, describe uses and user, joining materials, cut and shape, evaluating (talking about what went well, what I would do differently), differences in materials, making materials stronger.Party Time | Up, Up, and Away!DT**Mechanisms – Wheels and Axles**push/pull toys e.g. aeroplane, helicopter, luggage buggy**Progression covered:** Generating ideas based on existing products, use a design criterion, create design, model ideas, describe uses and user, joining materials, cut and shape, evaluating (talking about what went well, what I would do differently), how to use wheels and axles. Grand Designs | Magic and MysteryDT**Textiles – Templates and Joining Techniques**simple bag for a magician, clothes for soft toy/class doll, **Progression covered:** Generating ideas based on existing products; use a design criterion; create design; describe uses and user; evaluating (talking about what went well, what I would do differently); measuring and joining textiles; choosing textiles; creating 3D textile structures from shapes.  |