**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 Toys  DT  **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 Friends  DT  **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 Farm  DT  **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 Us  DT  **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 Change  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. |
| Year C  (2021-2022) | Bright Lights, Big City  DT  **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 Mystery  DT  **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. |