

John 8:12 "I am the light of the world. Whoever follows me will never walk in darkness, but will have the light of life."

ST. PETER'S CE PRIMARY SCHOOL

firm foundations, shining bright

Matthew 16:18 "You are Peter and upon this rock I shall build my church."

OUR VISION

Like St Peter, we build upon the rock of Jesus to enable us to shine: achieving our God given potential and loving ourselves, others, the world and God.

DESIGN AND TECHNOLOGY

YEAR 1/2

2 YEAR CYCLE LONG TERM PLANNING

DT progression link: <u>https://drive.google.com/file/d/1yfdBwTQqSME_xUR0s2-jfI0r1Dse8WAx/view?usp=sharing</u>

YEAR 1/2

Overall Topic	Cycle 1 Autumn	Cycle 1 Spring	Cycle 1 Summer	Cycle 2 Autumn	Cycle 2 Spring	Cycle 2 Summer
	Explorers	Great Fire of London	Wirral V Australia	Our Wonderful World	Royals	Our School
Design & Technology Outcome	Sew mittens	Fire Engine	Fruit Salad / kebab	Attachment techniques	Coronation Feast Easter pop up cards	Make a school model or local monument
Skills - Developing, planning and communicating ideas.	Generate ideas by drawing on their own and other people's experiences Develop their design ideas through discussion, observation , drawing and modelling Identify a purpose for what they intend to design and make Identify simple design criteria Make simple drawings and label parts					
Skills - Working with tools, equipment, materials and components to make quality products (inc food)	 Begin to select tools and materials; use vocab' to name and describe them Measure and cut with some accuracy Use hand tools safely and appropriately Cut, shape and join fabric to make a simple garment. 	 Begin to select tools and materials; use vocab' to name and describe them Measure, cut and score with some accuracy Use hand tools safely and appropriately Assemble, join and combine materials in order to make a product 	 Begin to select tools and materials; use vocab' to name and describe them Measure and cut with some accuracy Use hand tools safely and appropriately Follow safe procedures for food safety and hygiene Choose and use 	 cut with some accuracy Use hand tools (scissors) safely and appropriately Assemble, join and combine materials in order to make a product 	 Begin to select tools and materials; use vocab' to name and describe them Measure, cut and score with some accuracy Use hand tools safely and appropriately Assemble, join and combine materials in order to make a product 	 Begin to select tools and materials; use vocab' to name and describe them Measure, cut and score with some accuracy Use hand tools safely and appropriately Assemble, join and combine materials in order to make a product Choose and use appropriate finishing techniques

	 Use basic sewing techniques Choose and use appropriate finishing techniques 	- Choose and use appropriate finishing techniques	appropriate finishing techniques		 Follow safe procedures for food safety and hygiene Choose and use appropriate finishing techniques 	
Skills - Evaluating processes and products	Evaluate against their design criteria Evaluate their products as they are developed, identifying strengths and possible changes they might make Talk about their ideas, saying what they like and dislike about them					
Design	 design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology 					
Make	 select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including textiles, according to their characteristics 	 select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, according to their 	 select from and use a range of tools and equipment to perform practical tasks [for example, cutting and finishing] select from and use a wide range of materials and components, including ingredients, according to their characteristics 	- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining]	 select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, and ingredients, 	 select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, according to their characteristics

	characteristics			according to their characteristics		
Evaluate	- explore and evaluate a range of existing products -evaluate their ideas and products against design criteria					
Technical knowledge	build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.			explore and use mechanisms [for example, levers, sliders,], in their products.	build structures, exploring how they can be made stronger, stiffer and more stable	
Cooking and nutrition		use the basic principles of a healthy and varied diet to prepare dishes - understand where food comes from.		use the basic principles of a healthy and varied diet to prepare dishes - understand where food comes from.		
Vocabulary	DT SKILLS planning, investigating design, evaluate, make, user, purpose, ideas, product, user, design criteria, function <u>FOOD and NUTRITION</u>					

	-	fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients						
		<u>STRUCTURES</u> cut, fold, join, fix structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved, metal, wood, plastic circle, triangle, square, rectangle, cuboid, cube, cylinder						
	TEXTILES joining and finishing techniques, tools, fabrics and components, template, pattern pieces, mark out, join, decorate, finish							
	<u>MECHANISMS</u> slider, lever, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up, down, straight, curve, forwards, backwards, vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism names of tools, equipment and materials used							
Resources	(template), needles, fabric/felt, thread, stapler, hole punch, markers / chalk	Scissors, tape, glue, masking tape, paint, crayons, shiny paper, camera, wooden wheels, axles, dowelling, card, cardboard, lolly sticks, matchsticks, pipe cleaners, pencils, rulers	Five food groups, eatwell plate, knife, chopping board, peeler, grater, bowls, plates	Scissors, paper, card, cardboard, boxes, ruler, glue, stapler, masking tape, sellotape	Five food groups, eatwell plate, knife, chopping board, peeler, grater, bowls, plates, scales	Card, cardboard boxes, ruler, scissors, pencils / crayons, tape, glue, paint		