

YEAR 1: CYGNUS - DESIGN & TECHNOLOGY CURRICULUM FRAMEWORK

Overview of Key Stage 1 Curriculum:

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts (for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment).

AUTUMN TERM 1	AUTUMN TERM 2	SPRING TERM 3
MEMORY BOX	MOON ZOOM	DINOSAUR PLANET
<p>Select from and use a wide range of materials and components, including ingredients, according to their characteristics</p> <p>Decide what types of food would be good for a teddy bears picnic. Make simple healthy sandwiches and biscuits</p> <p>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <p>Use various art and craft materials to make a card for a special occasion</p>	<p>Design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>Design and make a model spaceship using a range of recycled materials</p> <p>Explore and evaluate a range of existing products</p> <p>Look at a range of space related toys</p> <p>Explore and use mechanisms</p> <p>Look at a range of moving vehicles. Make a simple moon buggy</p>	<p>DT M 1 Select from and use a range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishing)</p> <p>Create a prehistoric landscape with a working volcano.</p> <p>DT M 2 Select from and use a wide range of materials and components including construction materials, textiles and ingredients according to their characteristics</p> <p>Create their own Sockasaurus rex! Stick or sew felt, googly eyes and other decorative materials to a brightly coloured sock. Make stand-up spines by glueing the tops of two triangles together, leaving the bottom parts open, then stick or stitch them to the sock.</p> <p>DT D 1 Design purposeful, functional, appealing products for themselves and other users based on design criteria</p>
SPRING TERM 4	SUMMER TERM 5	SUMMER TERM 6

BRIGHT LIGHTS, BIG CITY	PAWS, CLAWS AND WHISKERS	SPLENDID SKIES
<p>DT TK 1 Build structures, exploring how they can be made stronger.</p> <p>[STEM WEEK] Design and make a bridge out of a set list of materials that would hold a small toy.</p> <p>DT D 1 Design purposeful functional and appealing products, based on design criteria</p> <p>DT M 2 Select from and use a wide range of materials and components, including construction materials, according to their characteristics</p> <p>Create big models of London landmarks using large construction blocks</p>	<p>DT D 1 Design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>Generate, develop, model and communicate their ideas through talking and drawing</p> <p>Design and make a label for a tin of tiger food</p> <p>DT M 2 Select from and use a wide range of materials and components, including construction materials, according to their characteristics</p> <p>Design and make a habitat shoebox for an animal of their choice.</p>	