

Year 1 DT Curriculum
Medium Term Plan

Topic		Lesson Focus	Key Knowledge	Vocabulary
Sliders and Levers	1	Understand purpose and use of tools	<ul style="list-style-type: none"> To know that toy tools and real life tools are different as they are made from different materials To know jobs of 2 different tools and begin to predict which tools are the most suitable for specific jobs e.g. using a hammer to fix a nail and a screwdriver for a screw. 	Push <ul style="list-style-type: none"> Pull Force Equipment Tools Machine Lever Slider Compare Move Lift Job Up Down Left Right Direction Ramp pivot slot bridge/guide join straight curve forwards backwards
	2	Explore levers	<ul style="list-style-type: none"> To know that levers and sliders make objects move and recognise these mechanisms on real life objects. To know that a lever is a stiff bar, that does not bend, which force is applied to. 	
	3	Explore sliders and different types of mechanisms	<ul style="list-style-type: none"> To know that a ramp is an inclined or tilted surface that connects two levels e.g. floor to table. To know that sliders move objects with a sliding motion in any direction. To know that different mechanisms produce different types of movement. 	
	4	Design and make product	<ul style="list-style-type: none"> To know that designing something involves making choices to make something work. To know that design choices need to be reasoned, justifying how it will make the final product work better To know that testing products shows us if they are fit for purpose (if they work) To know that technology was once simpler and is always improving to make our lives easier 	
	5	Evaluate product	<ul style="list-style-type: none"> To know that design is a process which means it includes Investigation, Designing, Making, Evaluating and Improving products To know that products made always have a purpose/reason for being made 	
Freestanding Structures	1	Explore materials for freestanding structures	To know that different materials have different characteristics e.g. wood is hard and cannot bend, paper can be folded but is easily ripped To know that harder materials will give freestanding structures more strength To know that materials can be joined together in different ways using different joining techniques e.g. adhesives, string, sellotape etc	<ul style="list-style-type: none"> Strong Strength Material Component Weight Safe Structure Build Assemble
	2	Join materials safely using techniques and tools	To know that materials can be joined together in different ways using different joining techniques e.g. adhesives, string, sellotape etc.	

Year 1 DT Curriculum
Medium Term Plan

		<p>To know that some joining techniques are more appropriate than others depending on structure.</p> <p>To know that tools can be used to make structures</p> <p>To know that a stapler must be placed on the table, material placed inside, and a push force applied from the top of the stapler</p> <p>To know that tools must be used safely to prevent harm, this includes safely transporting tools around the working area</p> <p>To know that fingers need to be kept away from sharp or heavy parts of tools and equipment in order to prevent injury</p>	<ul style="list-style-type: none"> • Join • Attach • Stiff • Stable • Shape • Triangle • cut • fold • fix • wall • tower • framework, • weak • base • top • underneath • side • edge • surface • thinner • thicker • corner • point • straight • curved • metal • wood • plastic • stapler • circle, • square • rectangle • cuboid, • cube • cylinder • left handed scissors • right handed scissors
3	Design a tower structure	<p>To know that designing something involves making choices to make something work.</p> <p>To know that design choices need to be reasoned, justifying how it will make the final product work better</p> <p>To know that design is a process which means it includes Investigation, Designing, Making, Evaluating and Improving products</p> <p>To know that products made always have a purpose/reason for being made</p>	
4	Make a structure using different joining techniques	<p>To know that harder materials will give freestanding structures more strength</p> <p>To know that materials can be joined together in different ways using different joining techniques e.g. adhesives, string, sellotape etc.</p> <p>To know that some joining techniques are more appropriate than others depending on structure.</p> <p>To know that structures must be strong to hold weight</p>	
5	Test structure	<p>To know that testing products shows us if they are fit for purpose (if they work)</p> <p>To know that technology was once simpler and is always improving to make our lives easier</p> <p>To know that design is a process which means it includes Investigation, Designing, Making, Evaluating and Improving products</p> <p>To know that products made always have a purpose/reason for being made</p>	
6	Evaluate structure	<p>To know that design is a process which means it includes Investigation, Designing, Making, Evaluating and Improving products</p> <p>To know that products made always have a purpose/reason for being made</p>	

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Food	1	Explore a healthy balanced meal	<p>To know that meat comes from animals To know the names of two types of meat To know that vegetables grow from the ground. To know the names of two types of vegetables To know that some foods are not meat or vegetables e.g. fish, meat replacement, eggs, dairy, grain To know that a healthy meal will have a combination of meat, fish, vegetables etc., specifically focussing on the fact that a healthy plate will not just be meat or vegetables or eggs etc. To know that we need to eat and drink to stay alive To know that water is the most effective and healthy drink for our bodies because it hydrates us.</p>	<ul style="list-style-type: none"> ● food ● animal ● plant ● vegetable ● meat ● eggs ● fish ● meal ● eat ● cutting ● safety ● knife ● flesh ● skin ● seed ● pip ● core ● slicing ● squeezing ● healthy diet ● Choosing ● Ingredients ● tasting ● arranging ● popular
	2	Taste different fruits	<p>To know that testing products shows us if they are fit for purpose To know that products made always have a purpose/reason for being made.</p>	
	3	Design a fruit salad	<p>To know that designing something involves making choices to make something work. To know that design choices need to be reasoned, justifying how it will make the final product work better To know that design is a process which means it includes Investigation, Designing, Making, Evaluating and Improving products</p>	
	4	Make a fruit salad	<p>To know how to correctly prepare a piece of food, which does not require cooking, using safe cutting technique. To know that the knife must be held at the handle with a firm grip To know that fingers must be kept away from the blade of the knife To know that food must be held steady on the chopping board To know that blade must be pushed down through food to cut through</p>	
	5	Evaluate the fruit salad	<p>To know that design is a process which means it includes Investigation, Designing, Making, Evaluating and Improving products To know that products made always have a purpose/reason for being made</p>	

*ongoing skill throughout year