





Autumn 2 – Design & Technology (textiles)

Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>
<ul style="list-style-type: none"> Bunting is used as a hanging decoration Bunting is often made from fabric Denim, wool, cotton, fleece, felt and hessian are types of fabric Bunting can also be made from other materials e.g. paper, card, plastic Bunting is often triangular A running stitch or over stitch can be used to join fabric. A seam is the line where pieces of fabric are joined together. 	<ul style="list-style-type: none"> Talk about the key features of bunting. Identify a simple design criteria. Design my bunting using my ideas and experiences and make a mock-up. Draw a picture of my bunting and label it. Cut, shape and join fabric to make Christmas bunting. Use a running stitch or an over stitch. Measure and cut with some accuracy. Use scissors safely and appropriately. Evaluate my bunting against my design criteria. Identify the strengths of my bunting and talk about possible changes to make. Talk about my ideas and say what I like and dislike. 	<ul style="list-style-type: none"> Designing a bag piece based on a class design criteria. Creating a paper mock-up for my bag design. Making my own bag using fabric. Using a running stitch with pre-cut holes. Adding embellishments (buttons and gems) to my bag using glue. Evaluating my work.
Vocabulary: Design: a plan or drawing to show your ideas before you make a product. Design criteria: the specifics that designers should meet when making a product. Evaluate: reflect on the product I have made and how I can improve it. Fabric: cloth produced by weaving or knitting textile fibres. Mock up: a model or replica Over stitch: a stitch that goes over the edge. Product: the final outcome. Running stitch: a line of small even stitches which run back and forth through the cloth without overlapping. Seam: a line where pieces of fabric are joined together.		Images: 

Spring 1 – Design & Technology (food)

Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>
<ul style="list-style-type: none"> Before preparing food, you must wash your hands. You must hold a knife securely and cut away from your fingers. Flapjacks are made from oats. Oats are grown from seed at the start of Autumn (use Tesco video farm to fork). Oats grow well in UK because it isn't too hot. They grow best in Scotland because there is lots of rain and light. A combine harvester is used to collect the oats. 	<ul style="list-style-type: none"> Identify a simple design criteria. Design a flapjack using my ideas and experiences. Draw a picture of my flapjack and label it. Use tools safely Select and use appropriate fruit and vegetables, processes and tools. Evaluate my flapjack against my design criteria. Identify the strengths of my flapjack and talk about possible changes I might make. Talk about my ideas and say what I like and dislike. Explain basic food handling hygienic practises and personal hygiene. Talk about where food comes from (farm to fork). 	<ul style="list-style-type: none"> Designing and making a bag from fabric in Year 1. Designing, making and evaluating a fruit kebab in Year 1. Using a knife to safely cut fruit in Year 1. Washing my hands before preparing food. Designing, making and evaluating a bunting piece based on design criteria. Using a running stitch and overhand stitch
Vocabulary: Design: a plan or drawing to show your ideas before you make a product. Design criteria: the specifics that designers should meet when making a product. Evaluate: reflect on the product I have made and how I can improve it. Hygiene: the practice of keeping clean to stay healthy and prevent illness. Product: the final outcome. Combine harvester: a machine that harvests crops.		Images: 

Summer 1 – Design & Technology (card)

Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>
<ul style="list-style-type: none"> • A mechanism is a system of parts working together. • The difference between card and wood. • The names for equipment I need to use. • To score the wood before sawing. • To design and practise my ideas before making a final product. 	<ul style="list-style-type: none"> • Use a hacksaw and scissors safely. • Measure and cut wooden doweling with some accuracy. • Explore how my product can be made stronger, stiffer and more stable. • Explore and use mechanisms e.g. axels. 	<ul style="list-style-type: none"> • Designing bunting for Christmas using felt • Using a running stitch to assemble, join and combine e.g. buttons • Designing and making a healthy flapjack • Using tools like a knife • Creating design criteria • Drawing and labelling my designs • Evaluating my products against the design criteria. • Constructing dens in Forest School
Vocabulary:	Images:	
<p>Axle: a rod passing through the centre of a wheel.</p> <p>Design criteria: the specifics that designers should meet when making a product.</p> <p>Doweling: cylindrical pieces of wood.</p> <p>Evaluate: reflect on the product I have made and how I can improve it.</p> <p>Hacksaw: a narrow, fine tooth saw.</p> <p>Handle: the part used to turn the axel.</p> <p>Mechanism: a system of parts working together.</p> <p>Product: the final outcome</p> <p>Score: to make a mark or cut on the surface of something hard with a pointed tool.</p>	<div data-bbox="1160 624 1637 826">  </div> <div data-bbox="1664 624 1827 839">  </div> <p data-bbox="1167 834 1570 863">Link to Brazilian animals in Rainforest</p>	