



FENISCOWLES PRIMARY SCHOOL
Striving for Excellence

DESIGN TECHNOLOGY YEAR 1 MODULE OVERVIEWS



Y1	Context	Design	Make	Evaluate	Technical Knowledge
Autumn	<p>Structures</p> <p><i>Constructing windmills</i></p> <p>Inspired by the song, 'Mouse in a windmill', children design, decorate and build a windmill for their mouse client to live in, developing an understanding of different types of windmill, how they work and their key features.</p>	<p>Learning the importance of a clear design criteria</p> <p>Including individual preferences and requirements in a design</p>	<p>Making stable structures from card, tape and glue</p> <p>Following instructions to cut and assemble the supporting structure of a windmill</p> <p>Making functioning turbines and axles which are assembled into a main supporting structure</p>	<p>Evaluating a windmill according to the design criteria, testing whether the structure is strong and stable and altering it if it isn't</p> <p>Suggest points for improvements</p>	<p>Describing the purpose of structures, including windmills</p> <p>Learning how to turn 2D nets into 3D structures</p> <p>Learning that the shape of materials can be changed to improve the strength and stiffness of structures</p> <p>Understanding that cylinders are a strong type of structure that are often used for windmills and lighthouses</p> <p>Understanding that windmill turbines use wind to turn and make the machines inside work</p> <p>Understanding that axles are used in structures and mechanisms to make parts turn in a circle</p> <p>Developing awareness of different structures for different purposes</p>

Spring	<p><i>Textiles</i></p> <p><i>Puppets</i></p> <p>Children explore different ways of joining fabrics before creating their own hand puppets based upon characters from a well-known fairytale.</p>	Using a template to create a design for a puppet	<p>Cutting fabric neatly with scissors</p> <p>Using joining methods to decorate a puppet</p> <p>Sequencing steps for construction</p>	Reflecting on a finished product, explaining likes and dislikes	Learning different ways in which to join fabrics together: pinning, stapling, gluing
Summer	<p>Food</p> <p>Fruit and Vegetables</p> <p>Children handle and explore fruits and vegetables and how to identify which category they fall into, before undertaking taste testing to establish their chosen ingredients for the smoothie they will make and design packaging for.</p>	Designing smoothie carton packaging by-hand or on ICT software	<p>Chopping fruit and vegetables safely to make a smoothie</p> <p>Identifying if a food is a fruit or a vegetable</p> <p>Learning where and how fruits and vegetables grow</p>	<p>Tasting and evaluating different food combinations</p> <p>Describing appearance, smell and taste</p> <p>Suggesting information to be included on packaging</p>	<p>Understanding the difference between fruits and vegetables</p> <p>Describing and grouping fruits by texture and taste</p>