













Y1 Design and Technology	TERM 1A		TERM 1B		TERM 2A		TERM 2B		TERM 3	
	Homes		Homes				Pirates, plans and adventures			
	DT WEEK – MAKING A BEDROOM									
	Key knowledge To know materials can join together. To know designs have different themes. To know objects are made from different materials. To know free-standing structures stand on their own base. To know and have awareness of the key design process steps (design make evaluation). To know where glue needs to be applied.	Key skills To be able to cut simple shapes from paper or thin card. To be able to glue together materials (paper, craft sticks, card). To be able to use scissors safely. To be able to measure by drawing around an object. To be able to begin to follow an iterative design process. To be able to use a simple verbal and written evaluation against design criteria.	Key knowledge To know book front covers need to be attractive. To know mechanisms (sliders) need to move smoothly. To know and have an awareness of the key design process steps (design, make, evaluate).	Key skills To be able to cut character and item templates. To be able to use masking tape to hold a slider in place. To be able to glue together materials (paper and card). To be able to follow simple teacher instructions to create an end product. To be able to begin to follow a design process.			Key knowledge To know boats must be able to float. To know polystyrene, cotton reels and plastic lids all float. To know and have an awareness of the key design process steps (design, make, evaluate). To know how to recognise where glue needs to be applied.	Key skills To be able to saw wood with adult supervision. To be able to measure by matching lengths to a life-sized model. To be able to apply glue accurately. To be able to measure by drawing around an object. To be able to begin to follow an iterative design process. To be able to use a simple verbal written evaluation against design criteria.		
			 		     			 		
	Enquiry/question/outcome/activity To design and make a bedroom for a Lego character.		Enquiry/question/outcome/activity To design and make a book cover with a working mechanism.				Enquiry/question/outcome/activity To design and make a pirate ship for a stranded Barnes Bear which floats for a minute.			
	Key vocabulary (tier 2) bed (bunk bed) carpet chair curtain cut design fit join lamp lights object size wallpaper window wood	Key vocabulary (tier 3) design disc evaluate foil free-standing glue gun iterative materials MDF measure polystyrene research	Key vocabulary (tier 2) attractive cut materials stick	Key vocabulary (tier 3) slider template			Key vocabulary (tier 2) chair float hard sink soft steering wheel	Key vocabulary (tier 3) anchor buoyant cannon deck design evaluate flexible mast plank polystyrene rigging waterproof		