

Crosby on Eden Primary School Design and Technology overview and termly coverage

KS1 Class 2 Highlights mark CUSP units of work

<p>Year A –</p>	<p>Autumn</p> <p>Me and My Location</p> <p>Materials Y1 Can you build with bread?</p> <p>Master practical skills</p> <p>Materials</p> <ul style="list-style-type: none"> • Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of joining techniques <p>Design, make, evaluate and improve</p> <ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. 	<p>Spring</p> <p>Near and Far</p> <p>Structures y1 How can you stop a tower from toppling over?</p> <p>Master practical skills</p> <p>Materials</p> <ul style="list-style-type: none"> • Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). <p>Construction</p> <ul style="list-style-type: none"> • Use materials to make and strengthen products. 	<p>Summer</p> <p>Travel</p> <p>Mechanisms Unit Y2 Are bigger wheels always better?</p> <p>Master practical skills</p> <p>Materials</p> <ul style="list-style-type: none"> • Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques. • Demonstrate a range of joining techniques. <p>Mechanics</p> <ul style="list-style-type: none"> • Create products using wheels and axles. <p>Design, make, evaluate and improve</p> <ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user.
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	<p>Take inspiration from design throughout history</p> <ul style="list-style-type: none"> • Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. • Explore how products have been created. <p>The Colour Red</p> <p>Food Y1 How does food affect your senses?</p> <p>Master practical skills</p> <p>Food</p> <ul style="list-style-type: none"> • Cut, peel or grate ingredients safely and hygienically. • Assemble or cook ingredients. 	<p>Design, make, evaluate and improve</p> <ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. <p>Take inspiration from design throughout history</p> <ul style="list-style-type: none"> • Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. • Explore how products have been created. <p>Textiles Y2 How can you repurpose an item of clothing?</p> <p>Master practical skills</p> <p>Textiles</p> <ul style="list-style-type: none"> • Shape textiles using templates. • Join textiles using running stitch. • Colour and decorate textiles using a number of techniques. 	<ul style="list-style-type: none"> • Make products, refining the design as work progresses. <p>Take inspiration from design throughout history</p> <ul style="list-style-type: none"> • Explore objects and designs to identify likes and dislikes of the designs. <p>Food Y2 How healthy is your food?</p> <p>Master practical skills</p> <p>Food</p> <ul style="list-style-type: none"> • Cut, peel or grate ingredients safely and hygienically. • Measure or weigh using measuring cups or electronic scales. • Assemble or cook ingredients. <p>Design, make, evaluate and improve</p> <ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses.
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<p>Year B</p> <p>Our School</p>	<p>Autumn</p> <p>Castles and Cumbria</p> <p>Structures y2 How strong is a piece of paper?</p> <p>Master practical skills</p> <p>Materials</p> <ul style="list-style-type: none"> • Cut materials safely using tools provided. 	<p>Spring</p> <p>Heroes</p> <p>Mechanisms Unit Y1 How can you make a picture move?</p> <p>Master practical skills</p> <p>Materials</p> <ul style="list-style-type: none"> • Cut materials safely using tools provided. 	<p>Summer</p> <p>Amazing Animals</p> <p>Food Y2 What does healthy mean?</p> <p>Master practical skills</p> <p>Food</p> <ul style="list-style-type: none"> • Cut, peel or grate ingredients safely and hygienically.

	<ul style="list-style-type: none"> • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques. • Demonstrate a range of joining techniques. <p>Design, make, evaluate and improve</p> <ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. <p>Take inspiration from design throughout history</p> <ul style="list-style-type: none"> • Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. <p>Food Y1 Why are vegetables the best?</p> <p>Master practical skills</p> <p>Food</p>	<ul style="list-style-type: none"> • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques • Demonstrate a range of joining techniques. <p>Mechanics</p> <ul style="list-style-type: none"> • Create products with moving parts. <p>Design, make, evaluate and improve</p> <ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. <p>Materials Y2 How can you waterproof a hat?</p> <p>Master practical skills</p> <p>Materials</p> <ul style="list-style-type: none"> • Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. 	<ul style="list-style-type: none"> • Measure or weigh using measuring cups or electronic scales. • Assemble or cook ingredients. <p>Textiles Y1 How can two square of fabric keep you warm?</p> <p>Master practical skills</p> <p>Textiles</p> <ul style="list-style-type: none"> • Shape textiles using templates. • Join textiles using running stitch. • Colour and decorate textiles using a number of techniques. <p>Design, make, evaluate and improve</p> <ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. <p>Take inspiration from design throughout history</p>
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