



Caring, Successful,
Happy Learners

Learning Organiser **Design Technology: Exploring the Wider World** Year 1

Summer Term

British and School Values				Basic Skills (Reading & Communication)	Personal Development Positive mental and physical well being	Wonderful Words (Vocabulary & Quality Texts)	Memorable Experiences
respect	caring	safety	best				

Key Substantive “sticky” Knowledge I know...	Key Disciplinary Knowledge & Skills I can...	Learning Sequence			
			Substantive knowledge	Disciplinary knowledge	Activity
<p>Design</p> <ul style="list-style-type: none"> How to generate initial ideas based on simple design criteria through talking. How to develop, model and communicate their ideas through drawings and mock-ups with card and paper. That different approaches can be used to make a card mechanism. How to plan by suggesting what to do next. <p>Make</p> <ul style="list-style-type: none"> Which tools to select and use for their intended purpose to perform practical tasks like cutting, shaping and joining paper and card. How to use simple finishing techniques suitable for the product. How to use tools safely. <p>Evaluate</p> <ul style="list-style-type: none"> How to explore a range of existing books and everyday products that use simple sliders, levers and springs. How to evaluate a product by discussing how well it works in relation to the design criteria. 	<p>Design</p> <ul style="list-style-type: none"> Discuss ideas and develop a shared design criteria. Design through images and labels my ideas. Explore different ways to make parts move by creating mock ups. Design a diorama with moving parts including an astronaut, a shooting star and a rocket. <p>Make</p> <ul style="list-style-type: none"> Select appropriate ways to make an astronaut, a star and a rocket move including a lever, slider and a spring. Select appropriate materials to make and join products. Use scissors and other tools safely. <p>Evaluate</p> <ul style="list-style-type: none"> Explore different books and examples that use simple levers, sliders and springs. Verbally evaluate my design, the process and the finished product and scribe simple response. 	1	To know how to explore a range of existing books and everyday products that use simple sliders, levers and springs.	To explore different books and examples that use simple levers, sliders and springs. To explore different ways to make parts move by creating mock ups.	Explore a range of books and discuss what they are made from, how they move. Develop a class design criteria for a moving part Look at different mechanisms and the way they move and are joined together in groups.
		2	To know how to develop, model and communicate their ideas through drawings.	To draw a simple design for my diorama with moving parts and label.	Model how to show the design. Develop a list to support labelling. Children to draw own design of an astronaut, a shooting star and a rocket and add details/ labels.
		3	To know how to develop, model and communicate their ideas through drawings and mock-ups with card and paper. To know how to use tools safely.	To explore different ways to make parts move by creating mock ups. To use scissors and tools safely.	Recap different mechanisms and the way they move and are joined together. Children to identify and choose which mechanisms would be suitable to make an astronaut, a star and a rocket move.
		4	To know how to use simple finishing techniques suitable for the product.	Select appropriate materials to make products.	Explain their D&T project is a diorama with moving parts. Discuss and share examples of different backgrounds for the diorama. Share different media to use for the background. Children to use chosen media to create a background for their diorama and different textured paper to create a moon.
		5	To know which tools to select and use for their intended purpose to perform practical tasks like cutting, shaping and joining paper and card.	Select appropriate materials to make and join products.	Recap different ways card can be joined (glue – FS2) stapled, celleotape. Use template to draw and cut out shapes for parts of the diorama. Join using chosen technique and add the moving parts to the diorama.

		6	How to evaluate a product by discussing how well it works in relation to the design criteria.	Verbally evaluate my design, the process and the finished product.	Discuss what worked well during the process and what didn't work well. Scaffold how to write what they liked and what they would improve and tick against the design criteria.
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Prior Knowledge I remember	Wonderful Words Key Vocabulary		Planned Experiences and Enrichment
<ul style="list-style-type: none"> Different fabrics have different qualities. Fabrics can be joined in a variety of ways. Fabric is a material. I can join fabric using glue. 	Known Vocabulary	New Vocabulary	Design & Make a moving Diorama
	Scissors Glue stick PVA glue Glue spreader Sticking Cutting Making Collage Design Evaluate Fabric Needle Wool Cut Shape Stitch	Design criteria Evaluation Mock up Template Diorama Levers Sliders Pivot Spring	