

Design Technology - Medium term plan			
Year group: Year 1 Summer 2		Topic: Rockets	
Focus: Sliders			
<p>Design</p> <ul style="list-style-type: none"> design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology <p>Make</p> <ul style="list-style-type: none"> select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics <p>Evaluate</p> <ul style="list-style-type: none"> explore and evaluate a range of existing products evaluate their ideas and products against design criteria <p>Technical knowledge</p> <ul style="list-style-type: none"> build structures, exploring how they can be made stronger, stiffer and more stable 			
<p>Prior learning experiences</p> <ul style="list-style-type: none"> Design – create a design using design criteria {a chair suitable for a bear} Make – make a chair for baby bear that is strong enough for a bear Make – find ways of making the structures strong enough for the bear Evaluate – Explain what they like and dislike, show how to improve chair Evaluate – identify key features of a chair Technical knowledge – how to make structures stronger 		<p>Endpoints</p> <ul style="list-style-type: none"> Design – a moving rocket using sliders Make – a moving rocket using sliders Evaluate – existing sliders, what makes a successful slider Evaluate – their own rocket slider, 2 good points, 1 how to improve Technical knowledge – make a slider 	
<p>Sticky vocabulary Design, design criteria, evaluate, successful, sliders, testing, materials, tools, suitable, prototype, product,</p>			
Design	Make	Evaluate	Technical knowledge
<p>Can design their own product thinking about how it will work. Can generate a simple plan communicating their ideas through talking and drawing. Can begin to use knowledge of existing products</p>	<p>Begin to make their design using scissors, zester, juicer and knife as appropriate With help measure, mark out, cut and shape a range of materials, such as card, paper, felt and other fabric. Begin to assemble, join and combine materials and components together using a variety of temporary methods, such as glue, tape, split pins, needle and thread.</p>	<p>Can start to evaluate their product by discussing how well it works in relation to the purpose (design criteria), and identify strengths and possible changes they might make when looking at existing products (chairs and rockets) and begin to explain what they like and dislike about them and why and what makes a successful product.</p>	<p>Can begin to explore sliders and how they work. Can create Safely use equipment</p>

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