

**DT Overview-Long Term Planning KS1**

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<p><b>Terrific toys</b></p> <p>Mechanisms-Make a moving Christmas Card</p> <p>Create simple mechanisms using simple levers.</p> <p>Use a range of materials and components, including textiles.</p> <p>Cut, shape and score materials with some accuracy.</p> <p>Assemble, join and combine materials.</p> <p>Begin to use simple finishing techniques to improve the appearance of their product, such as adding simple decorations.</p> <p>Evaluate products.</p>	<p><b>Stomp, Wriggle and Crawl</b></p>	<p><b>Healthy Heroes</b></p> <p>Cooking and nutrition-Make a healthy breakfast pot.</p> <p>Understand that all food comes from plants or animals.</p> <p>Understand that everyone should eat at least five portions of fruit and vegetables every day and start to explain why.</p> <p>Use what they know about the Eatwell Guide to design and prepare dishes.</p> <p>Cut, peel and grate ingredients, including measuring and weighing ingredients using measuring cups.</p>	<p><b>Fabulous Fairy tales</b></p> <p>Structures-Make a castle</p> <p>Build simple structures.</p> <p>Use a range of materials and components, including textiles</p> <p>Cut, shape and score materials with some accuracy.</p> <p>Assemble, join and combine materials.</p> <p>Begin to use simple finishing techniques to improve the appearance of their product, such as adding simple decorations.</p>	<p><b>Blast Off</b></p> <p>Textile-Make an alien puppet.</p> <p>Demonstrate how to cut, shape and join fabric to make a simple product.</p> <p>Manipulate fabrics in simple ways to create the desired effect.</p> <p>Begin to use simple finishing techniques to improve the appearance of their product, such as adding simple decorations.</p> <p>Evaluate products.</p>	<p><b>We're all going on a summer holiday.</b></p>

			Evaluate products.			
Year 2	<b>Walk the plank</b>	<p><b>Arctic adventures</b></p> <p>Textiles-Make a puppet; sewing skills</p> <p>Demonstrate how to cut, shape and join fabric to make a simple product.</p> <p>Manipulate fabrics in simple ways to create the desired effect.</p>	<p><b>London's Burning</b></p> <p>Mechanisms-Moving Vehicle-fire engine</p> <p>Create simple mechanisms using axels and wheels.</p> <p>Use a range of materials and components, including textiles.</p> <p>Cut, shape and score materials with some accuracy.</p> <p>Assemble, join and combine materials.</p> <p>Begin to use simple finishing techniques to improve the appearance</p>	<b>Golden ticket</b>	<b>Amazing animals</b>	<p><b>Awesome adventures</b></p> <p>Cooking and nutrition- Dips and dippers</p> <p>Use what they know about the Eatwell Guide to design and prepare dishes.</p> <p>Name and sort foods into the five groups in the Eatwell Guide.</p> <p>Understand that everyone should eat at least five portions of fruit</p>

		<p>Use a basic running stitch.</p> <p>Begin to use simple finishing techniques to improve the appearance of their product, such as adding simple decorations.</p> <p>Evaluate products.</p>	<p>of their product, such as adding simple decorations.</p> <p>Evaluate products.</p> <p><b>Structures-Make a Tudor house.</b></p> <p><b>Build simple structures.</b></p> <p>Use a range of materials and components, including textiles.</p> <p>Cut, shape and score materials with some accuracy.</p> <p>Assemble, join and combine materials.</p> <p>Begin to use simple finishing techniques to improve the appearance of their product, such as adding simple decorations.</p>			<p>and vegetables every day and start to explain why.</p> <p>Cut, peel and grate ingredients, including measuring and weighing ingredients using measuring cups.</p> <p>Evaluate products.</p>
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