

PURBROOK INFANT SCHOOL – MEDIUM TERM PLAN
DESIGN TECHNOLOGY

YEAR ONE					
AUTUMN A	AUTUMN B	SPRING A	SPRING B	SUMMER A	SUMMER B
Food Technology	Textiles	Modelling- Recycled materials/ Textiles	Playground equipment	Multimedia	Textiles
Planning, making and testing a variety of porridges for Goldilocks.	Binca (linked with art)	Three Little Pigs House linked to Science	Designing and making playground equipment models inspired by a walk to local park	Use a range of multimedia to create a product based on chosen explorer	Design and make a product based on a designer study e.g. O'Keefe – outcome of children's own choosing within a given range e.g. cushion cover, puppet, clothes range
Designing, making, testing and evaluating a healthy snack for 'superhero'.	Designing and sewing a place mat to accompany clay candle holder in art.	Designing and making shoes for the Billy Goats Gruff	Build structures exploring how they can be made stronger and more resilient to wear and weather etc.	Explore and develop a wide range of art and design techniques	Explore and develop a wide range of art and design techniques

<p>Understand and apply the principles of nutrition and learn basic food hygiene techniques.</p> <p>Learn how to produce a final product using planned ingredients.</p> <p>Explore and evaluate a range of existing products. Evaluate own ideas and product against a given criteria</p>	<p>Explore and develop a wide range of art and design techniques. Design a functional product based upon a design criteria.</p> <p>Explore and evaluate a range of existing products. Evaluate own ideas and product against a given criteria</p>	<p>Using recycled materials (junk) to design and make a house for the Three Little Pigs. (Scientific Enquiry)</p> <p>Design and make shoes for the Billy Goats Gruff – practical (sound proof) and using ideas from a designer study e.g. Orla Kiely</p> <p>Generate, develop model and communicate ideas through talking, drawing templates, initial ideas and ICT. Evaluate own ideas and product against a given criteria</p>	<p>Explore mechanisms in their products.</p> <p>Evaluate own ideas and product against a given criteria</p>	<p>Design a functional product based upon a design criteria.</p> <p>Explore and evaluate a range of existing products. Evaluate own ideas and product against a given criteria</p>	<p>Design a functional product based upon a design criteria.</p> <p>Explore and evaluate a range of existing products. Evaluate own ideas and product against a given criteria</p>
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