KS1 Autumn

Mechanisms: Moving vehicles

Previous learning

In EYFS, pupils explore a range of moving vehicles and explore how they work.

Pupils in EYFS are taught to safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Pupils know how to select tools and techniques independently to shape, assemble and join materials they are using, for example by creating models in the junk modelling area.

Substantive Knowledge Disciplinary knowledge 1. An axle is a rod or spindle that passes Use wheels and axles to make a simple moving model. through the centre of a wheel to Create a design to meet simple design criteria. connect two wheels. Construct simple structures, models or other products 2. A chassis is the frame on which a using a range of materials. vehicle is built. Select the appropriate tool for a simple practical 3. Wheels must be attached to an axle. 4. An axle needs to move freely in a Explain how closely their finished products meet chassis. their design criteria and say what they could do 5. Design criteria are the explicit goals better in the future. that a project must achieve. 6. Finished products can be compared with design criteria to see how closely they match. Lesson 1 What is a vehicle and what is it used for? • To investigate a variety of vehicles and their uses and features. Lesson 2 How do the different parts of a vehicle work? • To investigate wheels, axles and chassis. Lesson 3 Designing To be able to design a vehicle. Lesson 4 Making • To be able to make a vehicle based on a design. Lesson 5 Decorating To be able to investigate ways decorating the body of a vehicle. Lesson 6 **Evaluating** To be able to evaluate a finished product. Vocabulary Vehicle, transport, axle, chassis, wheels, body, decorate, plan, design, make, evaluate

KS1
Spring
Food: Dips and Dippers
DT

Previous learning

In Cycle A, Autumn Term pupils research current products that are available before designing, making and evaluating their own puppet.

Pupils will be able to apply the skills of product research, designing, making and evaluating, to this unit of work.

Substantive Knowledge Disciplinary knowledge 1. Some ingredients need to be prepared Prepare ingredients by peeling, grating, chopping before they are cooked or eaten and slicing. 2. There are many ways to prepare Measure and weigh food items using non-standard ingredients, such as peeling skins using measures, such as spoons and cups a vegetable peeler, chopping Select healthy ingredients for a fruit or vegetable vegetables, or slicing foods such as salad. bread. Describe the types of food needed for a healthy and 3. A healthy diet should include meat or varied diet and apply the principles to make a simple, fish, starchy foods (such as potatoes or healthy meal. rice), some dairy foods, a small amount of fat and plenty of fruit and vegetables. 4. It is recommended that people eat at least five portions of fruit and vegetables every day. Lesson 1 **Evaluating Dips** To explore and evaluate a range of existing products in the context of comparing different dips. Lesson 2 Food Groups To use the basic principles of a healthy and varied diet in the context of comparing different ingredients in dips and dippers. Lesson 3 Modelling Dips and Dippers To select from and use a range of tools and equipment to perform practical tasks (for example, cutting) in the context of making a Dip and Dipper. Lesson 4 Designing a Dip To design purposeful, functional, appealing products for themselves and other users based on design criteria in the context of designing a new dip. To generate, develop, model and communicate their ideas through talking and drawings. Making and Evaluating Lesson 5 To use the principles of a healthy and varied diet to prepare dishes in the context of following a design to make a new dip and dipper and then evaluating it.

	To evaluate their ideas and products against design criteria.	
Vocabulary		
ingredients, dips, evaluate, senses, taste, texture, smell, appearance.		

KS1 Summer

Textiles: Fabric Bunting

Previous learning

In EYFS, pupils are encouraged to weave on a large scale, which is an essential skill to develop, and helps pupils with sewing skills in KS1 and KS2.

In Cycle B, pupils learn how to use a template to cut out a fabric shape. Pupils also learn how to join fabrics using glue and staples. In this unit of work, pupils will learn how to join fabrics using a simple running stitch.

Substantive Knowledge

- 1. Fabric can be decorated using materials and small objects, such as buttons and sequins.
- 2. Decorations can be attached to the fabric by glueing, stapling or tying.
- Embellishment is a decorative detail or feature added to something to make it more attractive.
- 4. Scissors are used to cut fabrics. Glue and simple stitches, such as running stitch, can be used to join fabrics.
- 5. Running stitch is made by passing a needle in and out of fabric at an even distance.

Disciplinary knowledge

- Use different methods of joining fabrics, including glue and running stitch.
- Use glueing, stapling or tying to decorate fabric, including buttons and sequins.
- Add simple decorative embellishments, such as buttons, prints, sequins.
- Create a design to meet simple design criteria.
- Explain how closely their finished products meet their design criteria and say what they could do better in the future.

Lesson 1	Existing products		
	To evaluate existing products which are available		
Lesson 2	Designing bunting		
	To design my own bunting based on the design criteria		
Lesson 3	Using templates to cut fabric		
	 To use a paper template to cut out a fabric shape To use scissors safely 		
Lesson 4	Skills: Running stitch		
	To use a running stitch to join fabrics		
Lesson 5	Selecting fabrics		
	 To select fabrics which are suitable for decorating my bunting 		
Lesson 6	Evaluating my product		
	To evaluate my own product against the design criteria		
	Vocabulary		

Bunting, fabric, join, sew, running stitch, thred, needle, decorate, embellishment