



The Woodland Federation of Peak District Schools

Long Term Plan for Design Technology KS1

| 2024-2025 | | |
|-----------|-----------------------------------|---|
| Term | Unit | Objectives |
| Autumn 1 | Art Unit | |
| Autumn 2 | Windmills - Structures | <ul style="list-style-type: none"> To create a stable structure. To use tools and equipment accurately to make part of a structure. To join parts of a structure. To evaluate a structure. |
| Spring 1 | Art Unit | |
| Spring 2 | Textiles - Puppets | <ul style="list-style-type: none"> To join fabrics together using different methods. To use a template to create my design. To join two fabrics together accurately. To embellish my design using joining methods. |
| Summer 1 | Art Unit | |
| Summer 2 | Cooking and nutrition - Smoothies | <ul style="list-style-type: none"> To identify fruits. To describe where fruits and vegetables grow. To practise food preparation skills. To select ingredients for a recipe. To apply food preparation skills to a recipe. To evaluate against the design brief. |

2025-2026

| Term | Unit | Objectives |
|----------|--------------------------------------|---|
| Autumn 1 | Art Unit | |
| Autumn 2 | Structures - Baby bear's chair | To explore the concept and features of structures and the stability of different shapes. To understand that the shape of the structure affects its strength. To make a structure according to design criteria. To produce a finished structure and evaluate its strength, stiffness and stability. |
| Spring 1 | Art Unit | |
| Spring 2 | Mechanisms - Fairground wheel | To explore wheel mechanisms and design a fairground wheel. To select materials with appropriate properties. To build and test a moving wheel. To conduct a simple survey to gather opinions. To finish and evaluate a structure with a rotating wheel. |
| Summer 1 | Art Unit | |
| Summer 2 | Mechanisms - Making a moving monster | To look at objects and understand how they move. To explore different design options. To make a moving monster |