

Long Term Design and Technology Planning – 2023 – 2025

St. Michael's Nursery and Infant School



Autumn 1 2023 Moving Minibeasts	Autumn 2 2023 Making Fire Engines
<ul style="list-style-type: none">• KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.• KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing• KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics• KS1 - evaluate their ideas and products against design criteria• KS1 - explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products	<ul style="list-style-type: none">• KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria• KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.• KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing• KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics• KS1 - explore and evaluate a range of existing products• KS1 - evaluate their ideas and products against design criteria• KS1 - explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products

<p style="text-align: center;">Spring 1 2024 Space Mobiles</p>	<p style="text-align: center;">Spring 2 2024 Creating Paper Toys</p>
<ul style="list-style-type: none"> • KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria • KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing • KS1 - evaluate their ideas and products against design criteria 	<ul style="list-style-type: none"> • KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing • KS1 - evaluate their ideas and products against design criteria
<p style="text-align: center;">Summer 1 2024 Flying Kites</p>	<p style="text-align: center;">Summer 2 2024 Seaside Snacks</p>
<ul style="list-style-type: none"> • KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria • KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. • KS1 - evaluate their ideas and products against design criteria 	<ul style="list-style-type: none"> • KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria • KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing • KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics • KS1 - evaluate their ideas and products against design criteria • KS1 - use the basic principles of a healthy and varied diet to prepare dishes

<p style="text-align: center;">Autumn 1 2024 Packed Lunch Problems</p>	<p style="text-align: center;">Autumn 2 2024 Delightful Decorations</p>
<ul style="list-style-type: none"> • KS1 - explore and evaluate a range of existing products • KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics • KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria • KS1 - evaluate their ideas and products against design criteria • KS1 – build structures, exploring how they can be made stronger, stiffer and more stable 	<ul style="list-style-type: none"> • KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria • KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. • KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing • KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics • KS1 - explore and evaluate a range of existing products • KS1 - evaluate their ideas and products against design criteria
<p style="text-align: center;">Spring 1 2025 Sensational Salads</p>	<p style="text-align: center;">Spring 2 2025 Teddy Bear’s Picnic</p>
<ul style="list-style-type: none"> • KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing • KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria 	<ul style="list-style-type: none"> • KS1 - evaluate their ideas and products against design criteria • KS1 - use the basic principles of a healthy and varied diet to prepare dishes • KS1 - understand where food comes from

<p style="text-align: center;">Summer 1 2025</p> <p style="text-align: center;">Fabric Bunting</p>	<p style="text-align: center;">Summer 2 2025</p> <p style="text-align: center;">Our Fabric Faces</p>
<ul style="list-style-type: none"> • KS1 - explore and evaluate a range of existing products • KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. • KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing • KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics • KS1 - evaluate their ideas and products against design criteria 	<ul style="list-style-type: none"> • KS1 - explore and evaluate a range of existing products • KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics • KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing • KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria