



## KS2 Cycle 1 Design and Technology Medium Term Plan

	Autumn	Spring	Summer
<b>Curriculum Objective</b>	<p style="text-align: center;"><b>Cooking and Nutrition:</b> Healthy and Varied Diet</p> <p style="text-align: center;"><i>Design, make and evaluate - snack bar</i></p>	<p style="text-align: center;"><b>Textiles:</b> 2D shapes to 3D project</p> <p style="text-align: center;"><i>Design, make and evaluate - purse</i></p>	<p style="text-align: center;"><b>Electrical Systems:</b> Simple Circuits and Switches</p> <p style="text-align: center;"><i>Design, make and evaluate - night light</i></p>
<b>Vocabulary to support Substantive and Disciplinary Knowledge</b>	<p style="text-align: center;">texture, taste, appearance, smell, preference, cook, fresh, hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested, healthy/varied diet</p> <p style="text-align: center;"><i>planning, design criteria, purpose, preference, selecting, user, annotated sketch, evaluations</i></p>	<p style="text-align: center;">fabric, fastening, zip, button, compartment, stitch, label, drawing, function, templates, pattern pieces</p> <p style="text-align: center;"><i>user, purpose, design, model, evaluate, prototype, annotated sketch, functional, innovative</i></p>	<p style="text-align: center;">series circuit, fault, connection, toggle switch, push-to-make, switch, push-to-break, switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor, crocodile clip control, program, system, input device, output device</p> <p style="text-align: center;"><i>user, purpose, function, prototype, design criteria, innovative, appealing, design brief</i></p>
<b>Lesson Objectives</b>	<ul style="list-style-type: none"> <li>• To understand the importance of food hygiene. (revisit at the start of each lesson)</li> <li>• To understand the importance of a healthy and varied diet. (general)</li> </ul>	<ul style="list-style-type: none"> <li>• To be able to use a needle and thread (prior learning - thread needle, stitch)</li> <li>• To learn how to do an overstitch to join (did a running stitch in KS1)</li> </ul>	<ul style="list-style-type: none"> <li>• To explore a range of lights. (ie lamps and torches - user, purpose and function)</li> <li>• To learn how to make an electrical circuit</li> </ul>

	<ul style="list-style-type: none"> <li>• To be able to weigh a range of foods using scales.</li> <li>• To be able to rate a variety of foods. (based on appearance, smell, taste etc - use the graph)</li> <li>• To be able to design a snack bar. (considering healthy, taste, appearance etc)</li> <li>• To be able to make and evaluate a snack bar using my plan.</li> </ul>	<ul style="list-style-type: none"> <li>• To design a money holder (consider decoration)</li> <li>• To make a money holder</li> <li>• To make a money holder</li> <li>• To evaluate my product</li> </ul>	<ul style="list-style-type: none"> <li>• To design my product including an electrical circuit</li> <li>• To make a product including an electrical circuit (begin lesson with a mini evaluation of work so far)</li> <li>• To make a product including an electrical circuit</li> <li>• To evaluate my product</li> </ul>
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