Haresfield Design and Technology Curriculum KS1 'Technology makes what was once impossible possible. The design makes it real.' Michael Gagliano			
	Hungry Caterpillar/Meerkat Mail	Zog/Jack and the Beanstalk	Superworm/Somebody Swallowed Stanley
Year A			Get ready to cook Image: Strength of the strengt of the strength of the strength of the stren
	 Textiles (Small travel pouch for Sunny) Cut, shape and join fabric to make a simple garment. Use basic sewing techniques Use simple finishing techniques to improve the appearance of their product 	 Levers (Moving Monster) measure, mark out, cut and shape a range of materials Use tools eg scissors and a hole punch safely Assemble, join and combine materials and components together using a variety of methods e.g. glues or masking tape 	 Cooking (Cookies) Use basic food handling, hygienic practices and personal hygiene Choose and use appropriate finishing techniques Talk about their ideas, saying what they like and dislike about them
Year B	The Three Little Pigs/One Snowy Night	The Snail and the Whale/Man on the Moon	The Most Magnificent Thing/The Tin Forest
	Sliders (Percy Picture) • Develop their design ideas through discussion, observation, drawing and modelling • Measure, cut and score with some accuracy • Assemble, join and combine materials in order to make a product	Wheels and Axles (Moon Buggy) Identify simple design criteria Make simple drawings and label parts Use hand tools safely and appropriately Evaluate their products as they are developed, identifying strengths and possible changes they might make 	Cooking (Sandwiches for a picnic) • Select and use appropriate fruit and vegetables, processes and tools • Use basic food handling, hygienic practices and personal hygiene • Use simple finishing techniques to improve the appearance of their product