PlanIt Subject Overviews



coverage of the 2014 National Curriculum

learning packs.

Aims

			Year 1 I Subje	ect Overview		* *
		rcreated to develop children's enthusiasm for and knowledge iscoveries, deepening their own understanding as they do so.				tific principles. Children will have the opport
	Animals Including Humans	Seasonal Changes (Autumn and Winter)	Everyday Materials	Plants	Seasonal Changes (Spring and Summer)	Scientists and Inventors
• • •			Children shou	Ad be taught to:		
			ask simple questions and recognising that	at they can be answered in different ways		
	4			1		
			observe closely, usi	ing simple equipment		
			5	6		
				simple tests		
	3		5			6
			identify an	d classifying		
	4,6			4		2
				s to suggest answers to questions		
			5	6		1
			gather and record data to	help in answering questions		
	3	2,5		2	2,5	3,4
		identif	y and name a variety of common wild and ga	rden plants, including deciduous and evergree	n trees	-
				2,3,4		3
		ide	ntify and describe the basic structure of a va	ariety of common flowering plants, including tr	ees	
				1,5		
•••		· · · · · · · · · · · · · · · · · · ·	y and name a variety of common animals inc	cluding, fish, amphibians, reptiles, birds and ma	mmals	
	4					2,5
		IC	lentify and name a variety of common animal	Is that are carnivores, herbivores and omnivor	2S	
	6					
		describe and comp	are the structure of a variety of common ani	mals (fish, amphibians, reptiles, birds and mam	mals including pets)	0.5
	5	ideatife serves de	and the data is the standard of the horses is	de la deservação de la desta de la dest	d with a shares	2,5
	10	identity, name, dra	iw and label the basic parts of the numan boo	dy and say which part of the body is associate	d with each sense	
	1,2		distinguish hotungan an abiast and	d the meteorial frame which it is see do		
			• •	d the material from which it is made		1
		:	2,3	inclusion was all also the plane model water and	d av de	1
		Identi	ry and name a variety of everyday materials,	including wood, plastic, glass, metal, water, an	D FOCK	1
			l	ting of a consistence of a computer constantial to		1
			4	ties of a variety of everyday materials		1
				statistic on the basis of their simple abusised as		1
		compare		aterials on the basis of their simple physical p	operities	1
			6	proce the 4 coscope		6
		1.3,4,6	observe changes a	across the 4 seasons	1.3.4	
	1,3,4,6 I,3,4 observe and describe weather associated with the seasons and how day length varies.					
		1,2,4,5	ouser ve and describe weather associated t	with the sedsons and now day length varies.	1,2,4,5,6	4
	* . * *	1,2,4,0			1,2,4,0,0	4
	twinkly planit					
	twinks picini					P.

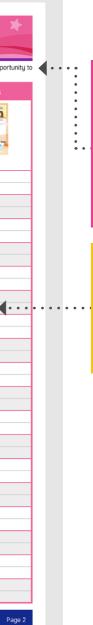
Subject

Year group

1

•





• •

• • • • • •

Introduction

This explains how the units have been written, the skills that the units plan to develop as well as the thinking behind each planning pack.

Numbers



Welcome to Planit Design and Technology! These units encourage children to learn through a variety of creative and practical activities - through these activities pupils are equipped with the knowledge, understanding and skills to engage succesfully and with increasing independence in the process of designing and making. The units include investigative and evaluative activities where children learn from a range of existing products. Pupils are then encouraged to use the knowledge gained when designing and making their own products. Children develop skills to be able to evaluate their products, considering the views of others and their own design criteria. There is a key emphasis on looking at design and technology is integral to the modern world to looking at how kites have helped shape the world we live in. Each unit has been written with an emphasis on cross-curricular links so children see how design and technology is integral to the modern world in which they live.

Our Fabric Faces	Dips and Dippers	Sensational Salads	Fabric Bunting	Pirate Paddy's Packed L
	Dips and Dippess Dips and Dippess Dips and Dippess Dips and Dippess Dips Dip	Sensational Salads	Cabric Buncing	
		Des	ign	
	des	sign purposeful, functional, appealing products for	themselves and other users based on design cri	teria
5	5			3
	generate, develop, model and com	municate their ides through talking, drawing, temp	plates, mock-ups and, where appropriate, informa	tion and communcation techr
	5		2	
		Ма	ke	
		select from and use a wider range of tools	and equipment to perform practical tasks	
3,4	4	5,6	3,4,5	4
	select from and use a wide	r range of materials and components, including co	nstruction materials, textile and ingredients, acco	rding to their characterisitics
6			5	3, 4
		Eval		
		explore an evaluate a rar	nge of exisiting products	
1,2	1,2	2	1	1,2
		evaluate their ideas and proc	ducts against design criteria	
	6			5,6
		Technical ł	Knowledge	
		build structures, exploring how they can b	be made stronger, stiffer and more stable	
				4,5,6
		explore and us	e mechanisims	
		Cooking an	d Nutrition	
		use the basic principles of a health		
	3,6			
		identify and name a variety of common animals	that are carnivores, herbivores and omnivores	
		1,4,6		
		., .,•		





Lunch Problems	Moving Picture Traditional Tales
ntelRańdijs	
	5
nnology	
	5
6	
	1
	6
	2,3,4,5

DT LKS2 I Subject Overview

Welcome to Planit Design and Technology! These units encourage children to learn through a variety of creative and practical activities - through these activities pupils are equipped with the knowledge, understanding and skills to engage succesfully and with increasing independence in the process of designing and making. The units include investigative and evaluative activities where children learn from a range of existing products. Pupils are then encouraged to use the knowledge gained when designing and making their own products. Children develop skills to be able to evaluate their products, considering the views of others and their own design criteria. There is a key emphasis on looking at design and technology is integral to the modern world to looking at how kites have helped shape the world we live in. Each unit has been written with an emphasis on cross-curricular links so children see how design and technology is integral to the modern world in which they live.

Juggling Balls	The Great Bread Bake Off	Edible Garden	Let's Go Fly a Kite	Battery Operate
Image: Constraint of the second se			Tees Ge Flyie Kite	
			sign	
		iteria to inform the design of innovative, functiona	I, appealing products that are fit for purpose, aim	ned at particular individuals of
	3,4,5		4	4
2	generate, develop, model and communcate tr 4,5	eir ideas through discussion, annotated sketches,		bes, pattern pieces and compl
2	4,5		1,4 ake	4
			equipment to perform practical tasks accurately	
3,6	3,6	4		
		rials and components, including construction mat	Ĵ	functional properties and aes
4,5			3	5,6
		Eval	luate	
		investigate and analyse a	range of existing products	
1	1		2,3	
	evaluate th	eir ideas and products against their own design c	riteria and consider the views of others to improv	ve their work
	6		6	6
		understand how key events and individuals in de	sign and technology have helped shape the world	d
	1		1	1
			Knowledge	
		apply their understanding of how to strengther	n, stiffen and reinforce more complex structures	
			5	
		understandand use mechan	ical systems in their products	
		understand and use electric	cal systems in their products	
				2,3
			nd Nutrition	
			iples of a healthy and varied diet	
		2		
			oury dishes using a range of cooking techniques	
	in the second	2,4,6	tu of ingradiante ara graup reared equality and a	vrococcod
	underst	and seasonality, and know where and how a varie	ery of ingreatents are grown reared, caught and p	nocessed
		1,3,5		





ed Lights	Mechanical Posters
	Mechanical Posters
r groups	
	3
uter-aided design.	
	3,4
	5
sthetic qualities	
	5
	1
	6
	27
	2,6



Welcome to Planit Design and Technology! These units encourage children to learn through a variety of creative and practical activities - through these activities pupils are equipped with the knowledge, understanding and skills to engage succesfully and with increasing independence in the process of designing and making. The units include investigative and evaluative activities where children learn from a range of existing products. Pupils are then encouraged to use the knowledge gained when designing and making their own products. Children develop skills to be able to evaluate their products, considering the views of others and their own design criteria. There is a key emphasis on looking at design and technology is integral to the modern world to looking at how kites have helped shape the world we live in. Each unit has been written with an emphasis on cross-curricular links so children see how design and technology is integral to the modern world in which they live.

5 1 0 0	00	5		
Felt Phone Cases	Super Seasonal Cooking	Global Food	Automata Animals	Marbulous Stru
Felt Phone Cases	Super Seasonal-Cooking Cookin	Clobal FoodS	Automata Animalis	vda. No. e Prome Impact Andre Santa Andre
		Des	sign	
	use research and develop design c	riteria to inform the design of innovative, functiona	l, appealing products that are fit for purpose, aim	ed at particular individuals or
1			1,4	
	generate, develop, model and communcate t	heir ideas through discussion, annotated sketches,	cross-sectional and exploded diagrams, prototype	es, pattern pieces and compu
2,3,4,5	5			
		Ma	ake	
		select from and use a wider range of tools and	equipment to perform practical tasks accurately	
			5	2,3
		erials and components, including construction mat		
6	5		3	5
			uate	
		investigate and analyse a	range of existing products	
				1,4
,		heir ideas and products against their own design c	riteria and consider the views of others to improve	
6	6	understand have been avents and individuals in de		6
		understand how key events and individuals in de	sign and technology have helped shape the world	
		Technical	Knowledge	
			n, stiffen and reinforce more complex structures	
				1
		understandand use mechani	cal systems in their products	
			2,3,6	
		understand and use electric	cal systems in their products	
		apply their understanding of computing to	program, monitor and control their products	
		Cooking ar	nd Nutrition	
			iples of a healthy and varied diet	
	4	2,3		
		prepare and cook a variety of predominantly sav	oury dishes using a range of cooking techniques	
	6	3,4,5,6		
	unders	tand seasonality, and know where and how a varie	ety of ingredients are grown reared, caught and pr	rocessed
	1,2,3	1		
¥ * * *				





ructures	Programming Adventures
Tradic	Chaa Ah Puch K'nich Ajaw Huun Ixim Ix Chel Kukulce Itzamnaaj
or groups	
	3,4
uter-aided design.	
	2
	5
sthetic qualities	5
	1,6