

Year 1 Technology			
	Autumn 1	Spring 2	Summer
	Term 1	Term 2	Term 1 Term 2
	<b>3D Model of a Fantasy Bedroom</b>	<b>Moving Toy with Winding Mechanism</b>	
(knowledge)	Name key furniture in a house Know the function of a door and window in each room Explain the word fantasy Name the tools they are using Use the appropriate verbs to explain what they are doing Name key 2D and 3D shapes Name different types of fabrics Know the purpose of a draft drawing Identify what makes their product stronger/stiffer Explain the process using a full sentence Know proportion is key to their design	Name toys that using a winding mechanism Name the tools they are using Use the appropriate verbs to explain what they are doing Identify what makes their product stronger/stiffer Explain the process using a full sentence	
(skills)	<b>To take inspiration from design throughout history</b> <ul style="list-style-type: none"> <li>• Explore objects and designs to identify likes and dislikes of the designs.</li> <li>• Suggest improvements to existing designs.</li> <li>• Explore how products have been created.</li> </ul> <b>To design, make, evaluate and improve.</b> <ul style="list-style-type: none"> <li>• Make products, refining the design as work progresses.</li> </ul> <b>Materials</b> <ul style="list-style-type: none"> <li>• Cut materials safely using tools provided.</li> <li>• Measure and mark out to the nearest centimetre.</li> <li>• Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</li> <li>• Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).</li> </ul>	<b>To take inspiration from design throughout history</b> <ul style="list-style-type: none"> <li>• Explore objects and designs to identify likes and dislikes of the designs.</li> <li>• Suggest improvements to existing designs.</li> <li>• Explore how products have been created.</li> </ul> <b>To design, make, evaluate and improve</b> <ul style="list-style-type: none"> <li>• Design products that have a clear purpose and an intended user.</li> <li>• Make products, refining the design as work progresses.</li> </ul> <b>Materials</b> <ul style="list-style-type: none"> <li>• Cut materials safely using tools provided.</li> <li>• Measure and mark out to the nearest centimetre.</li> <li>• Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</li> <li>• Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).</li> </ul> <b>Mechanics</b> <ul style="list-style-type: none"> <li>• Create products using levers, <b>wheels and winding</b> mechanisms.</li> </ul>	
Key Vocabulary	<b>3D Shapes 2D Shapes Attach Fix Technique Proportion</b>	<b>Dowel Winding Bobbin Reel Appealing Functional</b>	
Links	<b>Cross Curricular links to All About Me (History)</b>	<b>Cross Curricular Link to History (Toys)</b>	