	Year I Autumn					
Design NC LOs	 Design: design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make: select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate: explore and evaluate a range of existing products evaluate their ideas and products against design criteria Technical knowledge: build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products Cooking and Nutrition: use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from. 					
Торіс	We can be Heroes!	Knowledge organiser		1.1 What is Design and Technology1.2 Structures		
Scenario	The superheroes are tired of landing on buildings, can we create a structure that is strong and stable for them to land on?					
Concepts:	Design Inspiration, Design Process & Technical Knowledge		Resources		art straws, plasticine, glue, paper, tape, newspaper	
Vocabulary	structure, nature, manufactured, protect, span, balanced, centre of gravity, stable, free standing, anchor, brace, base, rigid, properties, construct					
Unit	Lesson I: What is DT (pg. 31, 36)		LO: To understand the importance of design technology.			
Development	Lesson 2: Structure Stability (pg. 35-36)		LO: To recognise and describe a range of structure.			
	Lesson 3: Structure POP stability (pg39)		LO: To construct a basic structure and explore stability			
	Lesson 4: Structure POP strength (40-41)		LO: To explore how structures can be strengthened.			