Beech DT Plan

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Food Technology Making Scones Knowledge Understand that food comes from plants and animals – wheat to make flour etc. Understand the food groups which the scone ingredients belong to – dairy, carbohydrates etc. Understand basic hygiene rules when cooking Use measuring spoons Use simple equipment To rub fat into flour – use the term 'the rubbed in method' Understand that baking powder is a raising agent	Textiles Simple glove puppet – nocturnal animal Designing To create realistic designs using annotated sketches and prototypes to test ideas Making Select and use finishing techniques appropriate for the product Evaluate Evaluate the product in relation to the initial design and function Textiles Make simple templates Understand how to join fabrics – use staples and simple	Mechanisms Making a mask/animal face/moving picture with a slider/lever pivot mechanism Designing Deconstruct examples to explore how the mechanism works Create realistic designs through the use of diagrams and annotated drawings Make Select and use components to fulfil a function Finish items to a pleasing standard Evaluate Evaluate the function of the product –			Optional Project Dinosaur diorama

Find out about Mary Berry and her importance in the world of cuisine DT To make a model of a London Landmark Designing Generate simple ideas for design Design a functional and appealing product Making Use a range of simple tools for cutting, joining, marking out Technical knowledge Know how to make a freestanding structure stiffer, stronger and more stable	running stitch or fabric glue To explore finishing using fabric pens, buttons, ribbons, sequins and other items	suggesting changes where necessary			