



Design and Technology Key Stage 1

Year 1

Year 2

Designing	Making	Evaluating	Technical Knowledge	Food Technology
<p><i>Design - purposeful, functional, appealing products for themselves and other users based on design criteria</i></p> <p><i>Design - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</i></p>	<p><i>select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</i></p> <p><i>select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</i></p>	<p><i>explore and evaluate a range of existing products</i></p> <p><i>evaluate their ideas and products against design criteria</i></p>	<p><i>build structures, exploring how they can be made stronger, stiffer and more stable</i></p> <p><i>explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</i></p>	<p><i>use the basic principles of a healthy and varied diet to prepare dishes</i></p> <p><i>understand where food comes from</i></p>
<ul style="list-style-type: none"> • Use own ideas and ideas from evaluating to design something describing how their own idea works. Draw a simple annotated plan. • Make a simple prototype to test their ideas. • Design a product which fulfils the success criteria. 	<ul style="list-style-type: none"> • Use own ideas and ideas from evaluating to make something. • Make a product which fulfils the success criteria. • Guide the choice appropriate resources and equipment. • Start to think about appropriate joins. 	<ul style="list-style-type: none"> • Evaluate a winding mechanism. • Evaluate a range of fruit and yogurts • Evaluate a range of pop-up book mechanisms. • Explain what works well and not so well in the model they have made • Make adjustments where needed to ensure their outcome is successful 	<ul style="list-style-type: none"> • Use construction materials to explore how to make a successful winding mechanism. • Understand how the lever and slider mechanisms work to make pictures move • Understand how a winding mechanism needs to work, be attractive, be stable and be strong to make it successful. 	<ul style="list-style-type: none"> • Understand that food is divided into groups and we need different amounts of each to keep healthy. • Understand how to work safely when preparing food • Describe the ingredients used when making a dish. • Understand where some fruit comes from and begin to understand seasonality

				<ul style="list-style-type: none"> Understand the importance of hygiene when preparing food
<ul style="list-style-type: none"> Make a prototype to test ideas and mechanisms Design a product which fulfils the success criteria Draw an annotated design explaining which materials will be used. 	<ul style="list-style-type: none"> Use own ideas and ideas from evaluating to make something. Choose tools and materials and explain why they have chosen them Use different joins according to the materials being used. Explain why the joins are successful (glue,tape,stitching). Make a product which fulfils the success criteria. 	<ul style="list-style-type: none"> Evaluate a moving vehicle with an axel. Evaluate a range of hand puppets. Evaluate a range of winding mechanisms. Use the success criteria to make on going evaluations. Make adjustments where necessary to improve the product. 	<ul style="list-style-type: none"> Use construction materials to explore how to make a successful winding mechanism. Understand that the winding mechanism needs to fulfil the success criteria and then use recycled resources to make a successful outcome. Understand the difference between a fixed and rotating axel. Make a prototype demonstrating a fixed and rotating axel. Chose the most suitable axel for a vehicle and incorporate it into a moving lorry which fulfils the success criteria Understand that sewing can be used to join fabrics and use this skill to produce a puppet that fulfils the success criteria. 	