Key Stage 1 Design and Technology



	Food		Textiles		Structur	res		Mechanisms
Year I	 Know the vocabulary: taste, smell, texture and feel. Know how to cut, peel, grate and chop and range of ingredients. Know how to measure and weigh food items. 		 Know how to make structur stronger. Know how to test different methods of enabling structu to remain stable. Know how to join different materials together eg. glue, to 			t different ing structures n different	•	Know the movement different levers make. Know how to make a level suitable for purpose.
Year 2	 Know how to make a salad for a purpose and for a particular person or group of people eg. a vegetarian salad. 	wh dra the Kn eg. sev Kn att	now how to cut out shapes nich have been created by awing around a template onto e fabric. now how to join fabrics by using . running stitch, stapes, over wing, tape. now how to decorate fabrics by caching items eg. buttons, beads, quins, ribbons.				•	Know how to develop a product around a purpose and a user. Know how to fasten wheels to a chassis.
Year I and 2 skills								
Design			Make			Evaluate		
 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 			 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 		 Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria 			