

Key Learning in Design and Technology – Key Stage 1

Design		Make	Evaluate
<p>Use pictures & words to convey what they want to design/make</p> <p>Propose more than one idea for their product</p> <p>Use kits/reclaimed materials to develop more than one idea</p> <p>Model ideas with kits, reclaimed materials</p> <p>Select appropriate technique explaining First... Next... Last....</p> <p>Explore ideas by rearranging materials</p> <p>Select pictures to help develop ideas</p> <p>Use drawings to record ideas as they are developed</p> <p>Add notes to drawings to help explanations</p> <p>Describe their models and drawings of ideas and intentions</p>		<p>Discuss their work as it progresses</p> <p>Select materials from a limited range that will meet the design criteria</p> <p>Select and name the tools needed to work the materials</p> <p>Explain what they are making</p> <p>Explain which materials they are using and why</p> <p>Name the tools they are using</p> <p>Describe what they need to do next</p>	<p>Explore existing products and investigate how they have been made</p> <p>Decide how existing products do/do not achieve their purpose</p> <p>Talk about their design as they develop and identify good and bad points</p> <p>Note changes made during the making process as annotation to plans/drawings</p> <p>Say what they like and do not like about items they have made and attempt to say why</p> <p>Discuss how closely their finished product meets their design criteria and how well it meets the needs of the user.</p>
Food	Textiles	Structures	Mechanisms
<p>Develop a food vocabulary using taste, smell, texture and feel</p> <p>Group familiar food products e.g. fruit and vegetables</p> <p>Explain where food comes from</p> <p>Cut, peel, grate, chop a range of ingredients</p> <p>Work safely and hygienically</p> <p>Understand the need for a variety of foods in a diet</p> <p>Measure and weigh food items, non statutory measures e.g. spoons, cups</p>	<p>Cut out shapes which have been created by drawing round a template onto the fabric</p> <p>Join fabrics by using e.g. running stitch, glue, staples, over sewing, tape</p> <p>Decorate fabrics with attached items e.g. buttons, beads, sequins, braids, ribbons</p> <p>Colour fabrics using a range of techniques e.g. fabric paints, printing, painting</p>	<p>Explore how to make structures stronger</p> <p>Investigate different techniques for stiffening a variety of materials</p> <p>Test different methods of enabling structures to remain stable</p> <p>Join appropriately for different materials and situations e.g. glue, tape,</p> <p>Mark out materials to be cut using a template</p> <p>Use a glue gun with close supervision</p>	<p>Join appropriately for different materials and situations e.g. glue, tape,</p> <p>Try out different axle fixings and their strengths and weaknesses</p> <p>Make vehicles with construction kits which contain free running wheels</p> <p>Use a range of materials to create models with wheels and axles e.g. tubes, dowel, cotton reels</p> <p>Roll paper to create tubes</p> <p>Cut dowel using hacksaw and bench hook</p> <p>Attach wheels to a chassis using an axle</p> <p>Mark out materials to be cut using a template</p> <p>Fold, tear and cut paper and card</p> <p>Cut along lines, straight and curved</p> <p>Use hole punch</p> <p>Insert paper fasteners for card</p> <p>Experiment with levers and sliders to find different ways of making things move in a 2D plane</p>