

# Design and Technology in Key Stage One



<p><b>Pupils will:</b></p>	<p>To master practical skills To design, make, evaluate and improve To take inspiration from design throughout history</p>
<p><b>You will see them:</b></p>	<ul style="list-style-type: none"> <li>• Cut, peel or grate ingredients safely and hygienically.</li> <li>• Measure or weigh using measuring cups or electronic scales.</li> <li>• Assemble or cook ingredients.</li> <li>• Cut materials safely using tools provided.</li> <li>• Measure and mark out to the nearest centimetre.</li> <li>• Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</li> <li>• Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).</li> <li>• Shape textiles using templates.</li> <li>• Join textiles using running stitch.</li> <li>• Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).</li> <li>• Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage).</li> <li>• Model designs using software.</li> <li>• Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.</li> <li>• Create products using levers, wheels and winding mechanisms.</li> <li>• Design products that have a clear purpose and an intended user.</li> <li>• Make products, refining the design as work progresses.</li> <li>• Use software to design.</li> <li>• Explore objects and designs to identify likes and dislikes of the designs.</li> <li>• Suggest improvements to existing designs.</li> <li>• Explore how products have been created.</li> </ul>
<p><b>Year 1 will learn through:</b></p>	<p><b>Design</b> Designing purposeful, functional, appealing products for themselves and other users based on design criteria Generating, developing, modelling and communicating their ideas through talking, drawing and where appropriate, information and communication technology.</p> <p><b>Make</b> Making and selecting from and use a range of tools and equipment to perform practical tasks [for example, cutting and shaping] Selecting from and using a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p><b>Evaluate</b> Exploring and evaluating a range of existing products evaluate their ideas and products against design criteria</p> <p><b>Technical knowledge</b> Building structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders,] in their products</p>
<p><b>Year 2 will learn through:</b></p>	<p><b>Design</b> Designing purposeful, functional, appealing products for themselves and other users based on design criteria Generating, developing, modelling and communicating their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p><b>Make</b> Selecting from and using a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] Selecting from and using a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p><b>Evaluate</b> Exploring and evaluating a range of existing products Evaluating their ideas and products against design criteria</p> <p><b>Technical knowledge</b> Building structures, exploring how they can be made stronger, stiffer and more stable Exploring and using mechanisms [for example, wheels and axles] in their products</p>