



## Key Learning in Design and Technology: Years 1 and 2

Design	Make	Evaluate	
<ul style="list-style-type: none"> <li>▪ Use pictures and words to convey what they want to design/make.</li> <li>▪ Propose more than one idea for their product.</li> <li>▪ Use kits/reclaimed materials to develop more than one idea.</li> <li>▪ Model ideas with kits, reclaimed materials.</li> <li>▪ Select appropriate technique explaining: First... Next... Last....</li> <li>▪ Explore ideas by rearranging materials.</li> <li>▪ Select pictures to help develop ideas.</li> <li>▪ Use drawings to record ideas as they are developed.</li> <li>▪ Add notes to drawings to help explanations.</li> <li>▪ Describe their models and drawings of ideas and intentions.</li> </ul>	<ul style="list-style-type: none"> <li>▪ Discuss their work as it progresses.</li> <li>▪ Select materials from a limited range that will meet the design criteria.</li> <li>▪ Select and name the tools needed to work the materials.</li> <li>▪ Explain what they are making.</li> <li>▪ Explain which materials they are using and why.</li> <li>▪ Name the tools they are using.</li> <li>▪ Describe what they need to do next.</li> </ul>	<ul style="list-style-type: none"> <li>▪ Explore existing products and investigate how they have been made.</li> <li>▪ Decide how existing products do/do not achieve their purpose.</li> <li>▪ Talk about their design as they develop and identify good and bad points.</li> <li>▪ Note changes made during the making process as annotation to plans/drawings.</li> <li>▪ Say what they like and do not like about items they have made and attempt to say why.</li> <li>▪ Discuss how closely their finished product meets their design criteria and how well it meets the needs of the user.</li> </ul>	
Food	Textiles	Structures	Mechanisms
<ul style="list-style-type: none"> <li>▪ Develop a food vocabulary using taste, smell, texture and feel.</li> <li>▪ Group familiar food products e.g. fruit and vegetables.</li> <li>▪ Explain where food comes from.</li> <li>▪ Cut, peel, grate, chop a range of ingredients</li> <li>▪ Work safely and hygienically.</li> <li>▪ Understand the need for a variety of foods in a diet.</li> <li>▪ Measure and weigh food items, non-statutory measures e.g. spoons, cups.</li> </ul>	<ul style="list-style-type: none"> <li>▪ Cut out shapes which have been created by drawing round a template onto the fabric.</li> <li>▪ Join fabrics by using e.g. running stitch, glue, staples, over sewing, tape.</li> <li>▪ Decorate fabrics with attached items e.g. buttons, beads, sequins, braids, ribbons.</li> <li>▪ Colour fabrics using a range of techniques e.g. fabric paints, printing, painting.</li> </ul>	<ul style="list-style-type: none"> <li>▪ Explore how to make structures stronger.</li> <li>▪ Investigate different techniques for stiffening a variety of materials.</li> <li>▪ Test different methods of enabling structures to remain stable.</li> <li>▪ Join appropriately for different materials and situations e.g. glue, tape.</li> <li>▪ Mark out materials to be cut using a template.</li> <li>▪ Use a glue gun with close supervision.</li> </ul>	<ul style="list-style-type: none"> <li>▪ Join appropriately for different materials and situations e.g. glue, tape.</li> <li>▪ Try out different axle fixings and their strengths and weaknesses.</li> <li>▪ Make vehicles with construction kits which contain free running wheels.</li> <li>▪ Use a range of materials to create models with wheels and axles e.g. tubes, dowel, cotton reels.</li> <li>▪ Roll paper to create tubes.</li> <li>▪ Cut dowel using hacksaw and bench hook.</li> <li>▪ Attach wheels to a chassis using an axle.</li> <li>▪ Mark out materials to be cut using a template.</li> </ul>



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			<ul style="list-style-type: none"><li>▪ Fold, tear and cut paper and card.</li><li>▪ Cut along lines, straight and curved.</li><li>▪ Use a hole punch.</li><li>▪ Insert paper fasteners for card.</li><li>▪ Experiment with levers and sliders to find different ways of making things move in a 2D plane.</li></ul>
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