Design and Technology

KS1	Autumn	Spring	Summer
Year 1	**Moving Pictures** Design, make and evaluate ways to bring pictures to life through a variety of moving mechanisms. Skills: Combine and join materials to make lever mechanisms Cut out and join components to create a wheel mechanism Work safely with a variety of tools and materials to create a moving mechanism	**Stable Structures** Design, make and evaluate stable structures Skills: Develop fine motor skills Develop ways to make structures stable - strength, stability, malleability. Use tools accurately Manipulate materials Make purposeful functional products	**Seaside Snacks** Design, make and evaluate a seaside picnic. Skills: Select appropriate ingredients Effectively and safely use tools Select a variety of ingredient Manipulate materials Join items together Arrange items Combine ingredients Select ingredients to make a balanced picnic
Year 2	**Delightful Decorations** Design, make and evaluate a decoration for the Christmas tree. Skills: Use scissors safely Cut lines and shapes accurately Sew two pieces of material together Attach buttons and other decorative materials onto a piece of fabric Use the tools needed for sewing safely and sensibly Use cutting and sewing skills	**Wacky Windmills** Design, make and evaluate a windmill that uses axels to allow the sails to spin in the wind. Skills: Use materials to construct a base Join materials together successfully Choose appropriate materials to create a structure Make a structure spin on an axis	**Perfect Pizzas** Design, make and evaluate a pizza to meet a design brief. Skills: Follow rules for food safety and hygiene Follow a design to make a healthy pizza Identify what ingredients and tools they will need to make their pizza
End of KS1 Knowledge	Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment. **When designing and making, pupils should be taught to:** **Design** • 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 **Make** • 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 **Evaluate** • explore and evaluate a range of existing products • evaluate their ideas and products against design criteria **Technical knowledge** • build structures, exploring how they can be made stronger, stiffer and more stable • explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. **<u>Cooking and nutrition</u>** As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life. **Pupils should be taught to: Key stage 1** • use the basic principles of a healthy and varied diet to prepare dishes • understand where food comes from.