

Design and Technology Year 1

Objectives	Topic	Milestones 1
<p>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].</p> <p>When designing and making, pupils should be taught to:</p> <p>Design</p> <ul style="list-style-type: none"> 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 <p>Make</p> <ul style="list-style-type: none"> 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 <p>Technical knowledge</p> <ul style="list-style-type: none"> build structures, exploring how they can be made stronger, stiffer and more stable <p>Cooking & Nutrition</p> <p>Pupils should be taught to:</p> <ul style="list-style-type: none"> use the basic principles of a 	<p>TERM 1</p> <p>Toys from the Past</p> <p>Kings, Queens and Castles (3D models of a castle Talks about their ideas Joins materials together Describes what they like/dislike about their work Communicates ideas through drawings and models Generates ideas Shapes materials and puts together pieces Suggests what to do next Selects tools/ materials from range suggested by teacher Measures and marks out materials Follows safety procedures Knows how to strengthen materials by folding/ twisting)</p> <p>TERM 2</p> <p>Kenya (3D sculpture)</p> <p>TERM 3</p> <p>Seaside and Gardens (wheeled model, bathing machine)</p>	<p>To master practical skills</p> <p>Food</p> <ul style="list-style-type: none"> Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales. Assemble or cook ingredients. <p>Materials</p> <ul style="list-style-type: none"> Cut materials safely using tools provided. Measure and mark out to the nearest centimetre. Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). <p>Textiles</p> <ul style="list-style-type: none"> Cut materials safely using tools provided. Measure and mark out to the nearest centimetre. Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). <p>Electricals and electronics</p> <ul style="list-style-type: none"> Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage). <p>Construction</p> <ul style="list-style-type: none"> Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. <p>Mechanics</p> <ul style="list-style-type: none"> Create products using levers, wheels and winding mechanisms. <p>Computing</p> <ul style="list-style-type: none"> Model designs using software. <p>To design, make, evaluate and improve</p> <ul style="list-style-type: none"> Design products that have a clear purpose and an intended user. Make products, refining the design as work progresses. Use software to design. <p>To take inspiration from design throughout history</p> <ul style="list-style-type: none"> Explore objects and designs to identify

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<p>healthy and varied diet to prepare dishes</p> <ul style="list-style-type: none">• understand where food comes from.		<p>likes and dislikes of the designs.</p> <ul style="list-style-type: none">• Suggest improvements to existing designs.• Explore how products have been created.
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