

Key Learning in Design and Technology: Years 1 and 2

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