

Projects	Design: develop, plan and communic ate ideas	Make: working with tools, equipment, materials and components to make quality products.	Evaluate: processes and products	Technical knowledge: materials and structures	Technical knowledge: mechanisms	Technical knowledge: textiles	Technical knowledge: electrical systems	Technical knowledge: food and nutrition
Joining technique s sewing (finger puppets) T6 Fruit salad T4 Time Machine wheeled vehicle T1	Generate ideas based upon previous experience s of products and working with materials and component s.	Can select appropriate tools, equipment, materials and components, giving reasons for their choices. Can use a range of tools and equipment.	Talk about their work against the design criteria. Give reasons for what they like and what they would change	Measure and join materials, Use scissors with accuracy. Join shapes together using a variety of materials. (using glue, bluetac, masking tape, plasticine, sellotape, staples) Build freestanding structures using different materials. Use ideas to make	Use levers or slides. Begin to understand how to use wheels and axels.  T6  Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	Begin to select appropriate textiles for a product. Use techniques to join more than one piece of fabric including stapling, gluing, simple stitching  T2	N/A	Say where food comes from. Recognise that there are different food groups.  With support, choose ingredients and prepare dishes.
				the structure stronger.	products.			Talking to others about what they have made.



Describe and design using labelled pictures, words and models and begin to use computing.	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.	Look at a range of existing products, giving reasons for what is and isn't good and likes and dislikes.	Build structures, exploring how they can be made stronger, stiffer and more stable.		Cut, peel and grate with confidence.  T4  Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from.
Design purposeful, functional, appealing products for themselves					



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	and other		Explore and					
	<u>users based</u>		<u>evaluate a</u>					
	on design		<u>range of</u> · · ·					
	<u>criteria.</u>		<u>existing</u>					
			products.					
			<u>Evaluate their</u>					
	Community		<u>ideas and</u>					
	<u>Generate,</u>		<u>products</u>					
	develop,		against design					
	model and		<u>criteria.</u>					
	<u>communicate</u>							
	their ideas through							
	talking,							
	drawing,							
	templates,							
	mock-ups							
	and, where							
	appropriate,							
	information							
	and							
	<u>communicatio</u>							
	n technology.							
Language E		First Hand Experiences		Purpose / Life Skills		Previous Knowledge		
						Have own ideas ideas based on simple design criteria and their		
Understand how things		Making a wheeled time machine		Understand which materials would be		own experiences of familiar products.		
work:		vehicle.		more suitable to make a time machine		Describe and design using pictures, talk, words and models		
Explore products		Vernoier		(linked to science)		Design purposeful, functional, appealing products for		
Explore products		Make a fruit calad (linked with		(IIIINEU LO SCIEIICE)		themselves and other users based on design criteria.		
6		Make a fruit salad (linked with		Hardware Reality Branch and Branch		themselves and othe	r users based on des	igii criteria.
Create a class vocab		science and healthy eating)		Understanding how wheels and axels				
word mat				move/work.				



DT: Year 2

Teacher modelling use of vocabulary to the children.

Questioning choices.
Open ended questions.

Discussion about what would/would not work.

Use the vocabulary such as mechanisms, textiles, projects when explaining why they like/dislike a product.

Sewing – learning the technique for sewing. Making a finger puppet.

Know that it is important to have a healthy balanced diet.

Be able to use the skill of sewing at home – make/mend a product.

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. Can say what they are making and select from a range of tools and equipment, saying what they are using. Can use tools and materials with help.

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.

Talk about their work, in relation to what they were asked to do. Say what they might change.

Talk about existing produces, saying what is and isn't good and what they like / dislike.

Talk about existing produces, saying what is and isn't good and what they like / dislike.

Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria.

Begin to measure and join materials with some support. Use scissors with growing accuracy.

With some support, join shapes together (using glue, buletac, masking tape, plasticine, sellotape, staples)

Build freestanding structures.

Begin to use levers or slides.

Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Begin to select appropriate textiles for a product.



	Use techniques to join more than one piece of fabric including stapling, gluing, simple stitching Begin to say where some food comes from. Discuss how fruit and vegetables are healthy. With support, choose ingredients and prepare dishes. Cut, peal and grate safely with support.
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