

# 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> <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>