

Ethelbert Road Primary school – Knowledge, Skills and understanding breakdown for Design and Technology **Key stage 1**

Elements of Art & Principle of Design	Year 1	Year 2	<u>Vocabulary</u>
Developing, planning and communication ideas.	<ul style="list-style-type: none"> • Can they think of some ideas of their own? • Can they explain what they want to do? • Can they use pictures and words to plan? 	<ul style="list-style-type: none"> • Can they think of ideas and plan what to do next? • Can they choose the best tools and materials? Can they tell you why these are the best? • Can they describe their design by using pictures, diagrams, models and words? 	
Working with tools, equipment, materials and components to make quality products.	<ul style="list-style-type: none"> • Can they explain what they are making? • Which tools are they using? 	<ul style="list-style-type: none"> • Can they join things (materials/components) together in different ways? 	
Evaluating processes and products.	<ul style="list-style-type: none"> • Can they describe how something works? • Can they talk about their own work and the work of others? 	<ul style="list-style-type: none"> • Can they tell you what went well with their work and If they did it again, what would they improve? 	
Cooking and nutrition	<ul style="list-style-type: none"> • Can they cut food safely? • Can they describe the texture of foods? • Do they wash their hands and make sure surfaces are clean? • Can they think of interesting ways to decorate food they have made? 	<ul style="list-style-type: none"> • Can they describe the properties of the ingredients they are using? • Can they explain what it means to be hygienic? • Are they hygienic when preparing food? 	Fruit and vegetables, blender, carton, fruit, healthy, ingredients, peel, peeler, recipe, slice, smoothie, stencil, template, Hygiene, texture, juice.

Textiles	<ul style="list-style-type: none"> • Can they describe how different textiles feel? • Can they make a product from textile by gluing? 	<ul style="list-style-type: none"> • Can they measure textiles? • Can they join textiles together to make something? • Can they cut textiles? • Can they explain why they chose a certain textile? 	Soft, rigid, strong, thick, silky, needle, thread, template,
Mechanisms	<ul style="list-style-type: none"> • Can they make a product which moves? • Can they cut material using scissors? • Can they describe the material using different words? • Can they say why they have chosen moving parts? 	<ul style="list-style-type: none"> • Can they join materials together as part of a moving product? • Can they add some kind of design to their product? 	Mechanisms: assemble, design, evaluation, mechanism, model, sliders, stencil, target audience, template, design, evaluation, net, stable, strong, decorate, design, fabric, glue, model, hand puppet, safety pin, staple, stencil, template Mechanisms
Use of materials	<ul style="list-style-type: none"> • Can they make a structure/model using different materials? • Is their work tidy? • Can they make their model stronger if it needs to be? • 	<ul style="list-style-type: none"> • Can they measure materials to use in a model or structure? • Can they join material in different ways? • Can they use joining, folding or rolling to make materials stronger? 	Strong, attach, glue, textured, combine. Structure, finish, flimsy.
Construction	<ul style="list-style-type: none"> • Can they talk with others about how they want to construct their product? • Can they select the appropriate resources and tools for their building projects? • Can they make simple plans before making objects, e.g. drawings, arranging pieces of construction before building? 	<ul style="list-style-type: none"> • Can they make sensible choices as to which material to use for their constructions? • Can they develop their own ideas from initial starting points? • Can they incorporate some type of movement into their models? • Can they consider how to improve their construction? 	Wheels and axles, axle holder, chassis, design, evaluation, fix, mechanic, mechanism, model, test, wheel, chassis