

# Design Technology Coverage: Key Stage 1

Year 1 | Year 2

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). When designing and making, pupils should be taught to:

## Design

- 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

## Make

- 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

## Evaluate

- **explore and evaluate a range of existing products**
- **evaluate their ideas and products against design criteria**

## Technical Knowledge

- **build structures, exploring how they can be made stronger, stiffer and more stable**
- **explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.**

### Cooking and Nutrition

As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life.

Pupils should be taught to:

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from.