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| **Year 1** | | |
| KS1 National Curriculum Objectives | | |
| 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. | | |
| Year 1 Key Skills | | |
| Autumn Term | Spring Term | Summer Term |
| **Structures** | **Mechanisms** | **Food and Nutrition** |
| **Design**   * Learning the importance of a clear design criteria * Including individual preferences and requirements in a design * Use pictures and words to convey what they want to design/make. * Use kits/reclaimed materials to develop more than one idea.   **Make**   * Making stable structures * Following instructions to cut and assemble structures * Explore how to make structures stronger.   **Evaluate**   * Evaluating a structure according to the design criteria, testing whether the structure is strong and stable and altering it if it isn’t * Suggest points for improvements   **Technical knowledge**   * Learning that the shape of materials can be changed to improve the strength and stiffness of structure * Developing awareness of different structures for different purposes | **Design**   * Designing a moving story book for a given audience * Creating clearly labelled drawings which illustrate movement   **Make**   * Following a design to create moving models that use levers and sliders * Adapting mechanisms   **Evaluate**   * Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed * Reviewing the success of a product by testing it with its intended audience   **Technical knowledge**   * Learning that levers and sliders are mechanisms and can make things move * Identifying whether a mechanism is a lever or slider and determining what movement the mechanism will make * Using the vocabulary: up, down, left, right, vertical and horizontal to describe movement | **Design**   * Designing healthy party food based on a food combination which work well together * Develop a food vocabulary using taste, smell, texture and feel. * Group familiar food products e.g. fruit and vegetables. * Cut, peel, grate, chop a range of ingredients * Work safely and hygienically. * Understand the need for a variety of foods in a diet.   **Make**   * Chopping fruit and vegetables safely to make a smoothie * Identifying if a food is a fruit or a vegetable * Learning where and how fruits and vegetables grow * Explain what they are making. * Explain which materials they are using and why.   **Evaluate**   * Tasting and evaluating different food combinations * Describing appearance, smell and taste * Suggesting information to be included on packaging   **Technical knowledge**   * Understanding the difference between fruits and vegetables * Describing and grouping fruits by texture and taste |
| Year 1 Curriculum Enrichment Opportunities | | |
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| Year 1 Vocabulary | | |
| Structure, Materials, Model, Cut, Stick, Fold, Attach, Assemble | Materials, Lever, Slider, Fastening, Illustration | Healthy Eating, Taste, Smell, Texture, Feel, Ingredients, Cut, Peel, Grate, Chop |