KS1 DT	Cycle B- Year 1/2 – Autumn – Mechanisms – Simple moving pictures	
Design	**Make**	**Evaluate**
• Use pictures and words to convey what they want to design/make. • Propose more than one idea for their product. • Use kits/reclaimed materials to develop more than one idea. • Model ideas with kits, reclaimed materials. • Select appropriate technique explaining: First… Next… Last…. • Explore ideas by rearranging materials. • Select pictures to help develop ideas. • Use drawings to record ideas as they are developed. • Add notes to drawings to help explanations. • Describe their models and drawings of ideas and intentions.	• Discuss their work as it progresses. • Select materials from a limited range that will meet the design criteria. • Select and name the tools needed to work the materials. • Explain what they are making. • Explain which materials they are using and why. • Name the tools they are using. • Describe what they need to do next.	• Explore existing products and investigate how they have been made. • Decide how existing products do/do not achieve their purpose. • Talk about their design as they develop and identify good and bad points. • Note changes made during the making process as annotation to plans/drawings. • Say what they like and do not like about items they have made and attempt to say why. • Discuss how closely their finished product meets their design criteria and how well it meets the needs of the user.
Key Learning	**Vocabulary**	
• Join appropriately for different materials and situations e.g glue, tape • Mark out materials to be cut using a template • Fold, tear and cut paper and card • Cut along lines, straight and curved • Use a hole punch • Insert paper fasteners for card • Experiment with levers and sliders to find different ways of making things move in a 2D plane.	• slider, • lever, • pivot, • slot, • bridge/guide, • card, • masking tape, • paper fastener, • join, pull, • push, • up, • down, • straight, • curve, • forwards, backwards	

National Curriculum links:			
• Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world • Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users • Critique, evaluate and test their ideas and products and the work of others			
Design	**Make**	**Evaluate**	**Technical knowledge**
• 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	• 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	• Explore and evaluate a range of existing products • Evaluate their ideas and products against design criteria	• 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.