

Key Stage 1

Designing <i>(Understanding contexts, users and purposes, generating, developing, modelling, communicating ideas)</i>	Making <i>(Planning, practical skills and techniques)</i>	Evaluating <i>(Own ideas and products, existing products, key events and individuals)</i>	Technical Knowledge <i>(Making products work)</i>	Cooking and Nutrition <i>(Where food comes from, food preparation, cooking and nutrition)</i>
*Work within a range of contexts *State what products will be used, describe them, why they are suitable and how they will work *Use simple design criteria to develop ideas using drawings *Communicate and model ideas *Explore choice of materials and components *Use IT to develop ideas	*Select from a range of tools and equipment & explain choices *Select from a wide range of materials and components – giving reasons why *Follow safety and hygiene rules *Measure, mark, cut, assemble, join and combine materials *Using finishing techniques including art skills	*Talk about design ideas *Make simple judgements *Suggest how products can be improved *Consider purpose of products, characteristics, likes, dislikes, how and why used	*Simple working characteristics of materials and components *Movement of simple mechanisms (levers, slides, wheels, axles) *How to make structures stronger	*Understand that all food comes from plants or animals, has to be farmed, grown elsewhere or caught *Name and sorting foods into the five groups *Understand the importance fruit & vegetables (5 a day) *Prepare simple dishes safely & hygienically (without heat) *Cutting, peeling and grating

Notes and guidance

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Aims

The national curriculum aims to ensure that all pupils:

- develop 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
- understand and apply the principles of nutrition and learn how to cook.