

Y1/2

In design and technology we will learn to:

Master Practical Skill

This concept involves developing the skills needed to make high quality products (we have highlighted a range of skills but they may be added to or changed

Food

- Cut, peel or grate ingredients safely and hygienically.
- Measure or weigh using measuring cups or electronic scales.
- Assemble or cook ingredients

Materials

- Cut materials safely using tools provided.
- Measure and mark out to the nearest centimetre.
- Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).
- Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).

Textiles

- Shape textiles using templates.
- Join textiles using running stitch.
- Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).

Computing

- Model designs using software.

Construction

- Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.

Mechanics

- Create products using levers, wheels and winding mechanisms.

Design, Make, Evaluate and Improve

This concept involves developing the process of design thinking and seeing design as a process.

- Design products that have a clear purpose and an intended user.
- Make products, refining the design as work progresses.
- Use software to design.

Take Inspiration from design through history

This concept involves appreciating the design process that has influenced the products we use in everyday life.

- Explore objects and designs to identify likes and dislikes of the designs.
- Suggest improvements to existing designs.
- Explore how products have been created.