



Year 1 Design and Technology Knowledge, Skills and Vocabulary Progression



<u>Mechanisms - Sliders and levers (Autumn 2)</u> <u>Knowledge</u>	<u>Food - Preparing fruit and vegetables (Spring 2)</u> <u>Knowledge</u>	<u>Structures - Freestanding structures (Summer 2)</u> <u>Knowledge</u>
<p>I can explore and use sliders and levers. I can understand that different mechanisms produce different types of movement. I know and can use technical vocabulary relevant to the project.</p>	<p>I understand where a range of fruit and vegetables come from e.g. farmed or grown at home. I can understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of <i>The eatwell plate</i>. I know and can use technical and sensory vocabulary relevant to the project.</p>	<p>I know how to make freestanding structures stronger, stiffer and more stable. I know and can use technical vocabulary relevant to the project.</p>
<u>Mechanisms - Sliders and levers (Autumn 2)</u> <u>Skills</u>	<u>Food - Preparing fruit and vegetables (Spring 2)</u> <u>Skills</u>	<u>Structures - Freestanding structures (Summer 2)</u> <u>Skills</u>
<p>Designing I can generate ideas based on simple design criteria and my own experiences, explaining what I could make. I can develop, model and communicate my ideas through drawings and mock-ups with card and paper.</p> <p>Making I can plan by suggesting what to do next. I can select and use tools, explaining my choices, to cut, shape and join paper and card. I can use simple finishing techniques suitable for the product I am creating.</p> <p>Evaluating I can explore a range of existing books and everyday products that use simple sliders and levers. I can evaluate my product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria.</p>	<p>Designing I can design appealing products for a particular user based on simple design criteria. I can generate initial ideas and design criteria through investigating a variety of fruit and vegetables. I can communicate these ideas through talk and drawings.</p> <p>Making I can use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely. I can select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product.</p> <p>Evaluating I can taste and evaluate a range of fruit and vegetables to determine the intended user's preferences. I can evaluate ideas and finished products against design criteria, including intended user and purpose.</p>	<p>Designing I can generate ideas based on simple design criteria and my own experiences, explaining what I could make. I can develop, model and communicate my ideas through talking, mock-ups and drawings.</p> <p>Making I can plan by suggesting what to do next I can select and use tools, skills and techniques, explaining my choices. I can select new and reclaimed materials and construction kits to build my structures. I can use simple finishing techniques suitable for the structure I am creating.</p> <p>Evaluating I can explore a range of existing freestanding structures in the school and local environment e.g. everyday products and buildings. I can evaluate my product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria.</p>
<u>Mechanisms - Sliders and levers (Autumn 2)</u> <u>Vocabulary</u>	<u>Food - Preparing fruit and vegetables (Spring 2)</u> <u>Vocabulary</u>	<u>Structures - Freestanding structures (Summer 2)</u> <u>Vocabulary</u>

slider, lever, pivot, slot, bridge/guide card, masking tape, paper fastener, join pull, push, up, down, straight, curve, forwards, backwards design, make, evaluate, user, purpose, ideas, design criteria, product, function

fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard, flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating, tasting, arranging, popular, design, evaluate, criteria

cut, fold, join, fix structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved metal, wood, plastic circle, triangle, square, rectangle, cuboid, cube, cylinder design, make, evaluate, user, purpose, ideas, design criteria, product, function