

Curriculum Vocabulary. Design and Technology Y1.

	Objectives	Skills. National Curriculum.	Vocabulary and Curriculum Links
Autumn Home and Locality Building 'Ideal' homes to live in Junk modelling.	I can explore and discuss a range of local buildings, their purpose and make judgements on their design. I can investigate the properties of a range of materials to inform my plan. I can create a plan of a model of a building in my local area. I can use a variety of equipment, resources and techniques to successfully build a stable model. I can evaluate my design, identifying strengths and areas for development. I can gain the opinions of my peers.	KS1 Areas of study: Designing – Understanding contexts, users and purposes D1 work confidently within a range of contexts, such as imaginary, story based, home, school, gardens, playgrounds, local community, industry and the wider environment D2 state what products they are making D3 say whether their products are for themselves or other users D4 describe what their products are for D5 say how their products will work D6 say how they will make their products suitable for their intended users D7 use simple design criteria to help develop their ideas Designing - Generating, developing, modelling and communicating ideas D8 generate ideas by drawing on their own experiences D9 use knowledge of existing products to help come up with ideas D10 develop and communicate ideas by talking and drawing D11 model ideas by exploring materials, components and construction kits and by making templates and mockups D12 use ICT, where appropriate, to develop and communicate their ideas Evaluating – Own ideas and products E1 talk about their design ideas and what they are making E2 make simple judgements about their products and ideas against design criteria E3 suggest how their products could be improved Evaluating – Existing products E4 explore what products are and who or what they are for. E5 explore how products work and how or where they might be used. E6 explore what materials products are made from E7 explore what they like and dislike about products Making - Planning M1 plan by suggesting what to do next M2 select from a range of tools and equipment, explaining their choices M3 select from a range of materials and components according to their characteristics	Draw Sketch Observe Media Pencil Crayons Pastels Felt tips Chalk Rub Light and dark Pattern Observation Cut Shade Glue Paper A range of recyclable materials e.g. cardboard, plastic bottles, egg cartons, tissue paper etc. Colour Shape Tine Line (straight, wavy, thick etc) Natural Free standing Structure Stability Frame
Spring Fruit Kebabs Healthy eating, own creations	I can explore where a variety of fruit comes from and how many miles it travels. I can learn about using a range of kitchen equipment and utensils safely.	E4 explore what products are and who or what they are for. E5 explore how products work and how or where they might be used. E6 explore what materials products are made from E7 explore what they like and dislike about products Making - Planning M1 plan by suggesting what to do next M2 select from a range of tools and equipment, explaining their choices M3 select from a range of materials and components according to their characteristics	Ingredients Equipment Presentation Recipe Utensils Knife Chopping board Preparation Improvements Measuring

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Summer Boats That Float Design and testing of boat shapes	I can sample a range of fruit and begin to design my own fruit kebab. I can use kitchen utensils safely to create my own fruit kebab. I can evaluate my kebab and decide what improvements I would make next time. I can research the purposes of a range of boats around the world and their appearance. I can test a range of materials and discuss how the material or shape can affect whether it floats. (up thrust) I can design a boat that will be able to float. I can use a range of materials and techniques to create my own boat. I can test whether my boat is suitable and floats. I can evaluate my product and design.	Making – Practical skills and techniques M4 follow procedures for safety and hygiene M5 use a range of materials and components, including construction materials and kits, textiles, food ingredients and mechanical components M6 measure, mark out, cut and shape materials and components M7 assemble, join and combine materials and components M8 use finishing techniques, including those from art and design Cooking and nutrition – Where food comes from C1 that all food comes from plants or animals C2 that food has to be farmed, grown elsewhere (e.g. home) or caught Cooking and nutrition – Food preparation, cooking and nutrition C3 how to name and sort foods into the five groups in The Eatwell Plate C4 that everyone should eat at least five portions of fruit and vegetables every day C5 how to prepare simple dishes safely and hygienically, without using a heat source Technical knowledge – Making products work T1 about the simple working characteristics of materials and components T2 about the movement of simple mechanisms such as levers, sliders, wheels and axles T3 how freestanding structures can be made stronger, stiffer and more stable T4 that a 3-D textiles product can be assembled from two identical fabric shape T6 the correct technical vocabulary for the projects they are undertaking Making - Planning M1 plan by suggesting what to do next M2 select from a range of tools and equipment, explaining their choices M3 select from a range of materials and components according to their characteristics Evaluating – Own ideas and products E1 talk about their design ideas and what they are making E2 make simple judgements about their products and ideas against design criteria E3 suggest how their products could be improved	Cut Slice Peel Safety Hygiene Skewer Name of variety of fruit Taste Balanced Healthy Size Weight Cost Nutrition Food groups Waterproof Shape Weight Design Surface area Heavy Light Suitable material Name of a range of materials Model Adapt Cut Fold Crimp Squeeze Tape Glue Function Weave Equipment Join Construct Build Make Evaluate Model Develop Enhance Materials
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