KS | Design and Technology



	Food	Textiles	Structur	res	Mechanisms	
Year I	 To know the vocabulary: taste, smell, texture and feel. To know how to cut, peel, grate and chop and range of ingredients. To know how to measure and weigh food items. 		 To know how to make structures stronger. To know how to test different methods of enabling structures to remain stable. To know how to join different materials together eg. glue, tape. 		 To know the movement different levers make. To know how to make a level suitable for purpose. 	
Year 2	 To know how to make a salad for a purpose and for a particular person or group of people eg. a vegetarian salad. • 	To know how to cut out shapes which have been created by drawing around a template onto the fabric. To know how to join fabrics by using eg. running stitch, stapes, over sewing, tape. To know how to decorate fabrics by attaching items eg. buttons, beads, sequins, ribbons.			 To know how to develop a product around a purpose and a user. To know how to fasten wheels to a chassis. 	
Year I and 2 skills						
 Design 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 equipment to perform practic example, cutting, shaping, join select from and use a wide rate and components, including components, including components, textiles and ingredient 	 Make 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 		 Evaluate explore and evaluate a range of existing products evaluate their ideas and products against design criteria 	