







KS1 DT Units						
Design	<p>Explain how their products will look & work through talking & simple annotated drawings. Plan & test ideas using templates and mock ups Understand & follow simple design criteria.</p>	<p>Design products that have a purpose & are aimed at an intended user Explain how their products will look & work through talking & simple annotated drawings. Understand & follow simple design criteria. Work in a range of relevant contexts</p>		<p>Design models using simple computing software Plan & test ideas using templates and mock ups Work in a range of relevant contexts e.g. imaginary, story based, home, school & wider environment</p>	<p>Use their knowledge of existing products & their own experience to help generate their ideas. Design products that have a purpose & are aimed at an intended user Understand & follow simple design criteria. Work in a range of relevant contexts</p>	<p>Use their knowledge of existing products & their own experience to help generate their ideas. Design products that have a purpose & are aimed at an intended user Explain how their products will look & work through talking & simple annotated drawings. Understand & follow simple design criteria. Work in a range of relevant contexts</p>
Make	<p>Begin to select from a range of hand tools & equipment. Select from a range of materials, textiles & components according to their characteristics Learn to use hand tools safely & appropriately Cut, shape & score materials with some accuracy Assemble, join & combine materials or components Demonstrate how to cut, shape & join fabric to make a simple product Manipulate fabrics in simple ways to create the desired effect Use a basic running stitch.</p>	<p>With support follow a simple recipe Begin to select from a range of hand tools & equipment such as graters, zesters, safe knives, juicer Select from a range of materials, textiles & components according to their characteristics Learn to use hand tools & kitchen equipment safely & appropriately & learn to follow hygiene procedures. Use a range of materials & components, including food ingredients. Assemble, join & combine ingredients. Cut, peel & grate ingredients, including measuring & weighting ingredients using measuring cups.</p>	<p>With support follow a simple recipe Begin to select from a range of hand tools & equipment. Learn to use hand tools & kitchen equipment safely & appropriately & learn to follow hygiene procedures. Assemble, join & combine ingredients. Cut, peel & grate ingredients, including measuring & weighting ingredients using measuring cups.</p>	<p>Select from a range of materials, textiles & components according to their characteristics Learn to use hand tools safely & appropriately Cut, shape & score materials with some accuracy Demonstrate how to cut, shape & join fabric to make a simple product Use a basic running stitch.</p>	<p>Begin to select from a range of hand tools & equipment. Select from a range of materials, textiles & components according to their characteristics Learn to use hand tools safely & appropriately Assemble, join & combine materials or components Begin to use simple finishing techniques to improve the appearance of their product such as adding simple decorations.</p>	<p>With support follow a simple plan Begin to select from a range of hand tools & equipment. Select from a range of materials, textiles & components according to their characteristics Use a range of materials & components, including textiles Assemble, join & combine materials or components</p>
Evaluate	<p>Explore & evaluate existing products mainly through discussions, comparisons & simple written evaluations. Explore positives and things to improve for existing products. Explore what materials products are made from. Evaluate their products & ideas against their simple design criteria.</p>	<p>Explore & evaluate existing products mainly through discussions, comparisons & simple written evaluations. Explore positives and things to improve for existing products. Talk about their design ideas and what they are making. As they work, start to identify strengths and possible changes they might make to refine their existing design. Evaluate their products & ideas against their simple design criteria.</p>	<p>Explore & evaluate existing products mainly through discussions, comparisons & simple written evaluations. Explore positives and things to improve for existing products.</p>	<p>Explore & evaluate existing products mainly through discussions, comparisons & simple written evaluations. Explore positives and things to improve for existing products. Talk about their design ideas and what they are making. As they work, start to identify strengths and possible changes they might make to refine their existing design. Evaluate their products & ideas against their simple design criteria.</p>	<p>Explore & evaluate existing products mainly through discussions, comparisons & simple written evaluations. Explore positives and things to improve for existing products. Explore what materials products are made from. As they work, start to identify strengths and possible changes they might make to refine their existing design. Evaluate their products & ideas against their simple design criteria. Start to understand that the iterative process sometimes involves repeating different stages of the process.</p>	<p>Explore & evaluate existing products mainly through discussions, comparisons & simple written evaluations. Explore positives and things to improve for existing products. Talk about their design ideas and what they are making. As they work, start to identify strengths and possible changes they might make to refine their existing design. Evaluate their products & ideas against their simple design criteria.</p>

	 Our Fabric Faces	 Dips and Dippers	 Sensational Salads	 Fabric Bunting	 Pirate Paddy's Packed Lunch Problems	 Moving Pictures Traditional Tales
Technical Knowledge	Talk about & start to understand the simple working characteristics of materials and components.				Build simple structures, exploring how they can be made stronger, stiffer and more stable. Talk about & start to understand the simple working characteristics of materials and components.	Talk about & start to understand the simple working characteristics of materials and components. Explore & create products using mechanisms such as levers, sliders & wheels.
Cooking & Nutrition		Explain where in the world different foods originate from Name and sort foods into the five groups in the Eatwell guide. Understand that everyone should eat at least five portions of fruit & vegetables every day and explain why. Use what they know about the Eatwell guide to design and prepare dishes.	Explain where in the world different foods originate from. Understand that all food comes from plants or animals. Understand that food has to be farmed ,grown elsewhere (e.g. home) or caught. Name and sort foods into the five groups in the Eatwell guide. Understand that everyone should eat at least five portions of fruit & vegetables every day and explain why. Use what they know about the Eatwell guide to design and prepare dishes.			