

DT	KS1	Children can:	Autumn	Spring	Summer
	<p>KS1 Design and Technology National Curriculum Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing.</p> <p>They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment].</p> <p>Children design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>They generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p>	Use their knowledge of existing products and their own experience to help generate their ideas;			
		Design products that have a purpose and are aimed at an intended user;			
		Explain how their products will look and work through talking and simple annotated drawings;			
		Design models using simple computing software;			
		Plan and test ideas using templates and mock-ups;			
		Understand and follow simple design criteria;			
		Work in a range of relevant contexts, for example imaginary, story-based, home, school and the wider environment.			
Make	<p>KS1 Design and Technology National Curriculum Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of making.</p> <p>Children select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].</p> <p>They select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p>	With support, follow a simple plan or recipe;			
		Begin to select from a range of hand tools and equipment, such as scissors, graters, zesters, safe knives, juicer;			
		Select from a range of materials, textiles and components according to their characteristics;			
		Learn to use hand tools and kitchen equipment safely and appropriately and learn to follow hygiene procedures;			
		Use a range of materials and components, including textiles and food ingredients;			
		With help, measure and mark out;			
		Cut, shape and score materials with some accuracy;			
		Assemble, join and combine materials, components or ingredients;			
		Demonstrate how to cut, shape and join fabric to make a simple product;			

		Manipulate fabrics in simple ways to create the desired effect;		
		Use a basic running stitch;		
		Cut, peel and grate ingredients, including measuring and weighing ingredients using measuring cups;		
		Begin to use simple finishing techniques to improve the appearance of their product, such as adding simple decorations.		

Evaluate	KS1 Design and Technology National Curriculum Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. Children explore and evaluate a range of existing products. They evaluate their ideas and products against design criteria.	Explore and evaluate existing products mainly through discussions, comparisons and simple written evaluations;			
	Explain positives and things to improve for existing products;				
	Explore what materials products are made from;				
	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 and ideas against their simple design criteria;				
	Start to understand that the iterative process sometimes involves repeating different stages of the process.				

Technica Knowledg e	<p>KS1 Design and Technology National Curriculum Children build structures, exploring how they can be made stronger, stiffer and more stable.</p> <p>They explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p>	Build simple structures, exploring how they can be made stronger, stiffer and more stable;			
		Talk about and start to understand the simple working characteristics of materials and components;			
		Explore and create products using mechanisms, such as levers, sliders and wheels.			
Cooking and Nutrition	<p>KS1 Design and Technology National Curriculum Children use the basic principles of a healthy and varied diet to prepare dishes.</p> <p>They understand where food comes from.</p>	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 and vegetables every day and start to explain why;			
		Use what they know about the Eatwell Guide to design and prepare dishes.			

