

Design and Technology Progression Map Class One

EYFS

We use and select the Early Learning Goals that link to cover Design and Technology

Please refer to the EYFS section of the school website to find the Early Learning Goals.

Key Stage 1 Year One and Two

Design

- Design and construct purposeful, functional, appealing products for themselves and other users based on design criteria.
- Produce, develop, model, and communicate their ideas through talking, drawing, templates, models and, where appropriate, information and communication technology.
- Use materials to practice skills such as drilling, screwing, winding, cutting, tearing, tying, measuring, and blending.

Make

- Select from and use a range of tools, materials and equipment to perform practical tasks, cutting, shaping, joining, and finishing.
- Be able to use a wide range of materials, including construction materials, textiles, and ingredients, according to their characteristics.

Technical Knowledge

Pupils should be taught to:

- Construct structures and products, exploring how they can be improved, and developed to make them function more efficiently.
- Explore and use mechanisms for example, levers, sliders, cogs wheels and axles, in their products.
- Demonstrate a range of joining techniques appropriate to the material they are using.

Cooking and Nutrition

Pupils should be taught to:

- Use the basic principles of a healthy and varied diet to prepare healthy balanced dishes.
- understand where food comes from and is produced.
- Be aware of the Eatwell plate know how
- Be able to use different tools to prepare and assemble food safely, creating an end product(stir, mixing, pour, cut, grate, slice and peel).
- Practice basic hygiene skills when handling food.

Electricals and Electronics <ul style="list-style-type: none"> • Develop and understanding of power sources (batteries/electricity) and how to use them safely • Diagnose when and a power source is faulty. 	Computing <ul style="list-style-type: none"> • Be able to use age related programs to design and draw • Use computer programs to design simple products
Evaluate <ul style="list-style-type: none"> • Explore and evaluate a range of existing products. • Evaluate their ideas and products against design criteria. • Evaluate their ideas through discussions, comparing and simple written evaluations. • Compare and explain what went well and what to improve for existing products. • Start to identify strengths and possible changes for their existing design. • Evaluate their products and against the design criteria they were given. 	