

KS1 Progression of skills across Foundation Subjects – DESIGN AND TECHNOLOGY

KS1 D & T – NC 2014	Y r	Skills & Techniques
<p>Key stage 1</p> <p>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. 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><i>When designing and making, pupils should be taught to:</i></p> <p>Design</p> <p>Make</p> <p>Evaluate</p> <p>Technical knowledge</p> <p>Cooking and nutrition</p> <p>As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating.</p>	1	<ul style="list-style-type: none"> <input type="checkbox"/> cut food safely <input type="checkbox"/> generate ideas and recognise characteristics of familiar products <input type="checkbox"/> use pictures and words to describe what he/she wants to do <input type="checkbox"/> select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing <input type="checkbox"/> choose materials and say why they are being used <input type="checkbox"/> explore and evaluate a range of existing products <input type="checkbox"/> build structures, exploring how they can be made stronger and more stable <input type="checkbox"/> use levers and sliders
	2	<ul style="list-style-type: none"> <input type="checkbox"/> understand the need for a variety of food in a diet <input type="checkbox"/> group familiar food groups e.g. fruit and vegetables <input type="checkbox"/> measure and weigh food items using informal methods <input type="checkbox"/> design purposeful, functional, appealing products for himself / herself and other users based on design criteria <input type="checkbox"/> generate, develop, model and communicate his/her ideas through talking, drawing, templates, mock-ups and (where appropriate) ICT <input type="checkbox"/> select from a wide range of materials and components, including construction materials, textiles and ingredients <input type="checkbox"/> explain why materials are being used, depending on their characteristics <input type="checkbox"/> evaluate his/her ideas and products against design criteria <input type="checkbox"/> join materials together as part of a moving structure <input type="checkbox"/> explore and use mechanisms e.g. levers, sliders, wheels and axles in his/her products