

Key Stage 1 YEAR 1 DESIGN AND TECHNOLOGY

National Curriculum KS1 Programme of Study	Chris Quigley Essential Skills Milestone 1	
<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 <i>for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment.</i></p> <p>When designing and making, pupils should be taught to:</p> <p>Design</p> <ul style="list-style-type: none"> 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 <p>Make</p> <ul style="list-style-type: none"> select from and use a range of tools and equipment to perform practical tasks [<i>for example, cutting, shaping, joining and finishing</i>] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics <p>Evaluate</p> <ul style="list-style-type: none"> explore and evaluate a range of existing products evaluate their ideas and products against design criteria <p>Technical knowledge</p> <ul style="list-style-type: none"> build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [<i>for example, levers, sliders, wheels and axles</i>], in their products. 	<p>1. To master practical skills <u>Food</u></p>	<ul style="list-style-type: none"> Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales. Assemble or cook ingredients.
	<p>1. To master practical skills <u>Materials</u></p>	<ul style="list-style-type: none"> Cut materials safely using tools provided. Measure and mark out to the nearest centimetre. Demonstrate a range of cutting and shaping techniques (<i>such as tearing, cutting, folding and curling</i>). Demonstrate a range of joining techniques (<i>such as gluing, hinges or combining materials to strengthen</i>).
	<p>1. To master practical skills <u>Computing</u></p>	<ul style="list-style-type: none"> Model designs using software.
	<p>1. To master practical skills <u>Mechanics</u></p>	<ul style="list-style-type: none"> Create products using levers, wheels and winding mechanisms.
	<p>2. To design, make, evaluate and improve</p>	<ul style="list-style-type: none"> Design products that have a clear purpose and an intended user. Make products, refining the design as work progresses
	<p>3. To take inspiration from design throughout history</p>	<ul style="list-style-type: none"> Explore objects and designs to identify likes and dislikes of the designs. Suggest improvements to existing designs. Explore how products have been created.

Cooking and Nutrition

As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life.

Pupils should be taught to:

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from.