St James' Church of England Primary School
Key Learning in Design & Technology – Year 1 & Year 2

Design	Make	Evaluate
▪Use pictures and words to convey what they want to design/make. ▪Propose more than one idea for their product. ▪Use kits/reclaimed materials to develop more than one idea. ▪Model ideas with kits, reclaimed materials. ▪Select appropriate technique explaining: First… Next… Last…. ▪Explore ideas by rearranging materials. ▪Select pictures to help develop ideas. ▪Use drawings to record ideas as they are developed. ▪Add notes to drawings to help explanations. ▪Describe their models and drawings of ideas and intentions.	▪Discuss their work as it progresses. ▪Select materials from a limited range that will meet the design criteria. ▪Select and name the tools needed to work the materials. ▪Explain what they are making. ▪Explain which materials they are using and why. ▪Name the tools they are using. ▪Describe what they need to do next.	▪Explore existing products and investigate how they have been made. ▪Decide how existing products do/do not achieve their purpose. ▪Talk about their design as they develop and identify good and bad points. ▪Note changes made during the making process as annotation to plans/drawings. ▪Say what they like and do not like about items they have made and attempt to say why. ▪Discuss how closely their finished product meets their design criteria and how well it meets the needs of the user.

Food	Textiles	Structures	Mechanisms
▪Develop a food vocabulary using taste, smell, texture and feel. ▪Group familiar food products e.g. fruit and vegetables. ▪Explain where food comes from. ▪Cut, peel, grate, chop a range of ingredients ▪Work safely and hygienically. ▪Understand the need for a variety of foods in a diet.	▪Cut out shapes which have been created by drawing round a template onto the fabric. ▪Join fabrics by using e.g. running stitch, glue, staples, over sewing, tape. ▪Decorate fabrics with attached items e.g. buttons, beads, sequins, braids, ribbons.	▪Explore how to make structures stronger. ▪Investigate different techniques for stiffening a variety of materials. ▪Test different methods of enabling structures to remain stable.	▪Join appropriately for different materials and situations e.g. glue, tape. ▪Try out different axle fixings and their strengths and weaknesses. ▪Make vehicles with construction kits which contain free running wheels.

▪Measure and weigh food items, non-statutory measures e.g. spoons, cups.	▪Colour fabrics using a range of techniques e.g. fabric paints, printing, painting.	▪Join appropriately for different materials and situations e.g. glue, tape. ▪Mark out materials to be cut using a template. ▪Use a glue gun with close supervision.	▪Use a range of materials to create models with wheels and axles e.g. tubes, dowel, cotton reels. ▪Roll paper to create tubes. ▪Cut dowel using hacksaw and bench hook. ▪Attach wheels to a chassis using an axle. ▪Mark out materials to be cut using a template. ▪Fold, tear and cut paper and card. ▪Cut along lines, straight and curved. ▪Use a hole punch. ▪Insert paper fasteners for card. ▪Experiment with levers and sliders to find different ways of making things move in a 2D plane.