



KS1 TECHNOLOGISTS

OVER THE KS1 CHILDREN'S LEARNING IN DESIGN TECHNOLOGY SHOULD INCLUDE THE FOLLOWING:

- ✓ **Researching products and improve designs through evaluation and feedback.**
- ✓ **Taking risks, becoming resourceful, innovative, enterprising and capable citizens.**
- ✓ **Applying the principles of nutrition and healthy eating through cooking and food preparation.**

BY THE END OF KS1 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO:

- Design :** Design 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, software design.
- Make :** Select from and use a range of tools and equipment to perform practical tasks, for example, cutting, shaping, joining and finishing.
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
- Build structures, exploring how they can be made stronger, stiffer and more stable.
- Explore and use mechanisms in their products, for example, levers, sliders, wheels and axles.
- Evaluate :** Explore and evaluate how existing products have been created, expressing own views. Evaluate their ideas and products against design criteria.
- Cooking and Nutrition :** Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from.

BY THE END OF KS1 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO UNDERSTAND AND USE THE FOLLOWING VOCABULARY:

DESIGN

EXPLORE

EVALUATE

INGREDIENTS

TEMPLATE