

Design and Technology Curriculum- KS1

Milestone 1 - Year 1 (S = Skill, K = Knowledge, U = Understanding)

National Curriculum Objectives (KS1)		IPC Objectives	Brainwave 1	Bird Feeder- Science topic	The Circus	Hooray...Let's Go On Holiday
Design	*design purposeful, functional, appealing products for themselves and other users based on design criteria	S1.02 Be able to plan what they are going to make S2.03 Be able to make usable plans		✓	✓	✓
	*generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	S1.03 Be able to describe their plans in pictures and words S2.02 Be able to design and make products to meet specific needs S2.04 Be able to make and use labelled sketches as designs		✓	✓	✓
Make	*select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing)	S1.04 Be able to use simple tools and materials to make products S1.05 Be able to choose appropriate tools and materials for their tasks		✓	✓	✓
	*select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	S1.05 Be able to choose appropriate tools and materials for their tasks		✓	✓	✓
Evaluate	*explore and evaluate a range of existing products	S1.07 Be able to comment on the usefulness of products in everyday use K2.01 Know that the way in which products in everyday use are designed and made affects their usefulness S2.07 Be able to identify the ways in which products in everyday use meet specific needs S2.08 Be able to suggest improvements to products in everyday use		✓	✓	✓

	*evaluate their ideas and products against design criteria	S1.06 Be able to comment on their own plans and products and suggest areas of improvement S2.06 Be able to identify and implement improvements to their designs and products		✓	✓	✓
Technical knowledge	*build structures, exploring how they can be made stronger, stiffer and more stable					✓
	*explore and use mechanisms (for example, levers, sliders, wheels and axels), in their products			✓		
Cooking and Nutrition	* To use the basic principles of a healthy and varied diet to prepare food					
	* To understand where food comes from					

D.T. Tasks

Live and Let Live (Science) – Looking at mechanisms – sliders / levers etc.. Making a bird feeder

At the Circus – Designing and making a puppet

Hooray... Let's go on Holiday – Designing and making a suitcase

Milestone 1 - Year 2 (S = Skill, K = Knowledge, U = Understanding)

National Curriculum Objectives (KS1)		IPC Objectives	Let's Celebrate	Science topic -Kite (Spring)	Treasure Island
Design	*design purposeful, functional, appealing products for themselves and other users based on design criteria	S. 1.02 To be able to plan what they are going to make S. 1.03 To be able to describe their plans in pictures and words	✓ ✓	✓ ✓	✓ ✓
	*generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	S. 1.02 To be able to plan what they are going to make S. 1.03 To be able to describe their plans in pictures and words	✓ ✓	✓ ✓	✓ ✓
	*select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing)	S. 1.04 To be able to use simple tools and materials to make products S. 1.05 To be able to choose appropriate tools and materials for their tasks	✓ ✓	✓ ✓	✓ ✓
	*select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	S. 1.04 To be able to use simple tools and materials to make products S. 1.05 To be able to choose appropriate tools and materials for their tasks	✓ ✓	✓ ✓	✓ ✓
Evaluate	*explore and evaluate a range of existing products	K 1.01 Know that products in everyday use have an effect on people's lives S. 1.07 To be able to comment on the usefulness of products in everyday use	✓	✓	✓
	*evaluate their ideas and products against design criteria	S. 1.06 To be able to comment on their own plans and products and suggest areas of improvement	✓	✓	✓
Technical knowledge	*build structures, exploring how they can be made stronger, stiffer and more stable			✓	✓
	*explore and use mechanisms (for example, levers, sliders, wheels and axels), in their products				✓

Cooking and Nutrition	* To use the basic principles of a healthy and varied diet to prepare food	S. 1.02 To be able to plan what they are going to make S. 1.03 To be able to describe their plans in pictures and words S. 1.06 To be able to comment on their own plans and products and suggest areas of improvement	✓		
	* To understand where food comes from	K. 1.01 Know that products in everyday use have an effect on people's lives	✓		

D.T. Tasks

Let's Celebrate- Designing and making biscuits for a celebration

Science topic – Designing and making a kite

Treasure Island – Designing and making a pirate book with a variety of pop-up, wheel and sliding mechanisms