

Design and Technology

The Delivery of Design and Technology

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an interactive process of **design and making**.

They should work in a range of contexts. ie **home, school, gardens, playgrounds, the local community, industry and the wider environment**.

Year One	Year Two
<p>Food and Nutrition</p> <p>Learn where food comes from (fruit,veg and meat)</p> <p>Use basic principles of healthy and varied diet to prepare simple snacks.</p> <p>Design</p> <p>Design purposeful, functioning, appealing products for themselves and others based on design criteria.</p> <p>Generate and communicate ideas through talking, drawing and templates.</p> <p>Make</p> <p>Select from and use a range of tools and equipment to perform practical tasks (for example cutting, shaping, joining and finishing)</p> <p>Evaluate</p> <p>Explore a range of existing products Evaluate their products simply.</p> <p>Technical Knowledge</p> <p>Build structures, exploring how they can be made stronger, stiffer and more stable.</p>	<p>Food and Nutrition</p> <p>Learn where food comes from (around the world)</p> <p>Use basic principles of healthy and varied diet to prepare simple snacks and meals.</p> <p>Design</p> <p>Design purposeful, functioning, appealing products for themselves and others based on design criteria.</p> <p>Generate, develop, model and communicate ideas through talking, drawing, mock ups and ICT.</p> <p>Make</p> <p>Select from and use a range of materials and components, including construction materials, textiles and ingredients according to their characteristics.</p> <p>Evaluate</p> <p>Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria.</p> <p>Technical Knowledge</p> <p>Explore and use mechanisms (for example, levers, sliders, wheels and axles) in their products.</p>