



## D&T Key Stage 1

<p><b>Purpose of study</b></p> <p>Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.</p>	<p><b>Aims</b></p> <p>The national curriculum for design and technology aims to ensure that all pupils:</p> <ol style="list-style-type: none"> <li>develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world</li> <li>build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users</li> <li>critique, evaluate and test their ideas and products and the work of others</li> <li>understand and apply the principles of nutrition and learn how to cook.</li> </ol>					
<p><b>Key Stage 1</b></p> <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 [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment].</p>						
	<b>Year 1</b>			<b>Year 2</b>		
When designing and making, pupils should be taught to:	Aut	Spr	Sum	Aut	Spr	Sum
<b>Design</b>						
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						
<b>Make</b>						
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, according to their characteristics including:						
- construction materials						
- textiles						
- ingredients						
<b>Evaluate</b>						
explore and evaluate a range of existing products						
evaluate their ideas and products against design criteria						
<b>Technical knowledge</b>						
build structures, exploring how they can be made stronger, stiffer and more stable						
explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.						
<p><b>Cooking and nutrition</b></p> <p>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.</p>						
Pupils should be taught to:	Aut	Spr	Sum	Aut	Spr	Sum
use the basic principles of a healthy and varied diet to prepare dishes						
understand where food comes from						