

Year 1 Design Technology Objectives

| | DT Focus | Unit Title | National Curriculum Objectives |
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| Autumn 2 | Textiles | Delightful Decorations | <p>KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing</p> <p>KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>KS1 - explore and evaluate a range of existing products</p> <p>KS1 - evaluate their ideas and products against design criteria</p> |
| Spring 2 | Food and Nutrition | Seaside Treats | <p>KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing</p> <p>KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>KS1 - evaluate their ideas and products against design criteria</p> <p>KS1 - use the basic principles of a healthy and varied diet to prepare dishes</p> |
| Summer 1 | Structures | Wacky Windmills | <p>KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>KS1 - explore and evaluate a range of existing products</p> <p>KS1 - build structures, exploring how they can be made stronger, stiffer and more stable</p> |
| Summer 2 | Mechanics and Mechanisms | Minibeasts | <p>KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing</p> <p>KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> |

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| | | | KS1 - evaluate their ideas and products against design criteria KS1 - explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products |
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