



Design & Technology Curriculum Milestone 1



Continuous Skills				
Design, make, evaluate and improve		Take inspiration from design throughout history		
<ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. • Use software to design. Model designs using software. • Talk about what they have made and how they have made it. • Discuss how well the product works and what they could improve. 		<ul style="list-style-type: none"> • Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. • Explore how products have been created. 		
Mastering techniques Year 1				
		Basic	Advanced	Deep
Materials & Construction (Design and make a rescue device for saving someone at sea) Trust, Koinonia, Friendship	<ul style="list-style-type: none"> • Cut materials safely using tools provided. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). • Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. 	<ul style="list-style-type: none"> • Generate a range of ideas for their designs. • Investigate different materials that could be used (e.g. waterproof, floats etc.) • Cut and shape materials to fulfil the design brief. 	<ul style="list-style-type: none"> • Explain reasons for different designs and justify chosen materials. • Use a range of tools and shaping techniques to create their rescue device. 	<ul style="list-style-type: none"> • Use ongoing evaluation skills to modify and improve on design and rescue device. • Strengthen rescue device as needed.



Design & Technology Curriculum Milestone 1



<p>Food (Design and make a healthy picnic menu)</p> <p>Thankfulness Respect</p>	<ul style="list-style-type: none"> • Cut, peel or grate ingredients safely and hygienically. • Measure or weigh using measuring cups or electronic scales. • Assemble or cook ingredients. 	<ul style="list-style-type: none"> • Identify and name a range of healthy foods. • Combine these into a design for a menu of a simple picnic. • Choose and use ingredients that don't require preparation. 	<ul style="list-style-type: none"> • Use a range of food preparation tools safely and hygienically. • Assemble ingredients to complete their menu design. 	<ul style="list-style-type: none"> • Explain and justify choices for the ingredients on the healthy picnic menu.
<p>Textiles (Design a t-shirt that has a repeating printed pattern)</p> <p>Trust, Friendship</p>	<ul style="list-style-type: none"> • Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). 	<ul style="list-style-type: none"> • Explore different methods of printing. • Use print design to create a repeating pattern on textiles. 	<ul style="list-style-type: none"> • Choose and use an effective print design. • Combine decorative techniques such as printing, dyeing or adding beads and sequins. 	<ul style="list-style-type: none"> • Children explain how their design matches pieces from a chosen culture, explaining their choice of colours, shapes and patterns.
<p>Mastering techniques Year 2</p>				
		<p>Basic</p>	<p>Advanced</p>	<p>Deep</p>
<p>Textiles (Design and make a hand puppet for young children)</p> <p>Compassion, Koinonia, Respect</p>	<ul style="list-style-type: none"> • Shape textiles using templates. • Join textiles using running stitch. • Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). 	<ul style="list-style-type: none"> • Children draw round their hands to create a template for a hand puppet. • They join 2 templates together using a running stitch with support. 	<ul style="list-style-type: none"> • Children use various decorating techniques to bring their puppet to life. 	<ul style="list-style-type: none"> • Children evaluate and improve their puppets as their work through a range of processes.



Design & Technology Curriculum Milestone 1



Electricals and electronics (See science curriculum)	<ul style="list-style-type: none"> • Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage). See Science curriculum	See Science curriculum	See Science curriculum	See Science curriculum
Materials, construction & mechanics (Design a fire engine with wheels and a retractable hose) Compassion, Koinonia, Thankfulness	<ul style="list-style-type: none"> • Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). • Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. • Create products using levers, wheels and winding mechanisms. 	<ul style="list-style-type: none"> • Children look at and choose features from existing fire engines. • Explore mechanisms to choose an effective method for retracting a hose. • Design and make a basic frame with axles and wheels. 	<ul style="list-style-type: none"> • Choose and use a range of methods to shape and join provided materials for their vehicles frames. • Measure and mark materials to create a basic frame. • Use tools safely to cut and shape given materials. • Add on a winding mechanism to created frames. 	<ul style="list-style-type: none"> • Explain chosen methods of design and making. • Evaluate approaches used and suggest alternative methods. • Evaluate final product and if it fulfils the brief.
Food (Design and make a healthy picnic menu) Thankfulness, Respect, Koinonia	<ul style="list-style-type: none"> • Cut, peel or grate ingredients safely and hygienically. • Measure or weigh using measuring cups or electronic scales. • Assemble or cook ingredients. 	<ul style="list-style-type: none"> • Identify and name a range of healthy foods. • Combine these into a design for a menu of a simple picnic. • Choose and use ingredients that don't require preparation. 	<ul style="list-style-type: none"> • Use a range of food preparation tools safely and hygienically. • Assemble ingredients to complete their menu design. 	<ul style="list-style-type: none"> • Explain and justify choices for the ingredients on the healthy picnic menu.