



Year 1: D&T

Designing and Evaluating	Cookery and Nutrition	Construction
D1 I can explore objects and designs and begin to describe what I like about them.	C1 I can say where food comes from (animal or a plant).	M1 Construction I can use materials to practise joining, cutting, and shaping to
		make and strengthen products.
D2 I can say what materials and tools I will use from a limited selection.	C2 I know that food is caught, reared or grown.	M2 Construction I can construct using joining, cutting, shaping and finishing techniques to make and strengthen products.
D3 I can suggest improvements to existing designs.	C3 I know that there are different types of food and that we need more than one of these to make a meal.	M3 Mechanics I can create products using sliders and levers.
D4 I can design products that have a clear purpose and an intended user.	C4 I can slice, chop and peel ingredients safely and hygienically.	
D5 I can design using drawings or sketches.	C5 I can measure or weigh using measuring cups.	

Year 1 topic coverage

Autumn	Spring	Summer
Mechanics	Cookery and Nutrition	Construction
D1, D2, D3, D4, D5	D1, D2, D3, D4, D5	D1, D2, D3, D4, D5
M3	C1, C2, C3, C4, C5	M1, M2





Vocabulary	Vocabulary	Vocabulary
<u>Mechanics</u>	Cookery and Nutrition:	<u>Construction</u>
sliders, levers, mechanism, move, free, fixed, pivot.	Plants, animals, caught, reared, grown, fruit and veg, meat and fish, meal, slice, chop, peel ingredients, safely, hygienically, measure, weigh, utensils,	construct, materials, join, cut, shape, finish, technique, strengthen
	measuring cups, knife, peeler, chopping board, chop, cut, slice, mix, stir.	paper, card, plastic sheet, pipe cleaners, straws, scissors, hole punch, stapler, masking tape, glue, string, staple

Designing and Evaluating:

Explore, object, product, design, tools, improve, purpose, user, sketch, evaluate

l will know	l will know	l will know
 Mechanics That a lever is a bar that moves on a pivot. That a slider is a bar that moves forwards or backwards, that does not have a pivot point. How to use a lever in one of my products. How to use sliders in one of my products. 	 Cookery and Nutrition That all food comes from animals or plants. That food is caught, reared or grown. That there are different groups of food. That I need ingredients from more than 1 group to make a meal. How to cut the ingredients using a knife. How to peel the ingredients using a peeler. That safety and hygiene when preparing or cooking meals is important. How to prepare the ingredients safely. How to prepare the ingredients in a hygienic way. How to measure or weigh ingredients using measuring cups. 	 The names of some of the materials that I can use to build with (paper, card, plastic sheet, pipe cleaners, straws). The names of some of the simple tools that I can use to build with (scissors, hole punch, stapler). How to make structures using joining, cutting, shaping and finishing techniques. How to use materials and techniques to join (masking tape, glue, string, staple). How to strengthen structures.

Designing and Evaluating:

- How to explore and discuss designs and objects, saying what I like and dislike about them.
- How to say/give my suggestions for improvements to current designs.
- How to talk about my choices e.g. say which materials and tools I select from a limited selection.
- That objects/products are designed with an intended audience/user/purpose in mind.
- How to create a simple design using drawings and sketches to show my ideas.





How to share, discuss and verbally reflect on my work/creations.