



Assessing Design & Technology (KS1)

Pupils should be taught to:

- 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;
- 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, including construction materials, textiles and ingredients, according to their characteristics;
- explore and evaluate a range of existing products;
- evaluate their ideas and products against design criteria;
- 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;
- use the basic principles of a healthy and varied diet to prepare dishes;
- understand where food comes from.

DESIGN

Use their knowledge of existing products and their own experience to help gather ideas.
Design products thinking about who it is for and how they are going to use it.
Use simple annotated drawings and spoken explanations to explain how their products will look and work.
Create designs using simple computing software.
Plan and test ideas using templates and mock-ups.
Understand and follow simple design criteria.
Create products for a range of relevant contexts, for example imaginary, story-based, home, school and the wider environment.

PLAN

With support, follow a simple plan or recipe.
Begin to choose appropriate hand tools and equipment from a given range, such as scissors, graters, zesters, safe knives, juicer, etc.
Select suitable materials, textiles, and components from a given range, according to their characteristics.

MAKING SKILLS AND TECHNIQUES

Learn to use hand tools and kitchen equipment safely and appropriately.
Use a range of materials and components, including textiles and food ingredients.
With help, measure and mark out.
Cut, shape and score materials with some accuracy.
Assemble, join and combine materials, components or ingredients.
Demonstrate how to cut, shape and join fabric to make a simple product.
Manipulate fabrics in simple ways to create particular effects.
Use a basic running stitch.
Learn to follow good hygiene.
Cut, peel and grate ingredients.
Measure and weigh ingredients using measuring cups.
Begin to use simple finishing techniques to improve the appearance of products, such as adding simple decorations.

TECHNICAL KNOWLEDGE

Build simple structures.
Explore how simple structures can be made stronger, stiffer and more stable.
Talk about and start to understand the simple characteristics of materials and how components work.
Explore and create products using mechanisms, such as levers, sliders and wheels.

COOKING & NUTRITION

Explain where in the world different foods come from .
Understand that all food comes from plants or animals.
Understand that some food is grown, like on an allotment or farm, but other food is caught.
Name and sort foods into the five different food groups of dairy, protein, carbohydrates, fats, fruits and vegetables.
Understand that everyone should eat at least five portions of fruit and vegetables every day and start to explain why.
Design and prepare dishes using knowledge of healthy eating.

SELF ASSESSMENT

Project	My Comments
Name of project:	What did you use to make your product?
	What do you like about the product and why?
Date:	How would you make this product better?