

Design and Technology KS1

Design, make, evaluate and improve (For all topics below)	Design appealing products that have a clear purpose and function for an intended user based on design criteria	
	Generate, develop, model and communicate their ideas through talking, drawing, templates and mock-ups	
	Make products, refining the design as work progresses	
	Select from and use a wide range of materials and components according to their characteristics	
	Use software to design	
	Explore and evaluate a range of existing products	
	Evaluate their ideas and products against design criteria	
Take inspiration from design throughout history	Explore objects and designs to identify likes and dislikes of the designs	
	Suggest improvements to existing designs	
	Explore how products have been created	
Food	Use the basic principles of a healthy and varied diet	
	Understand where food comes from	
	Cut, peel or grate ingredients safely and hygienically	
	Measure or weigh using measuring cups or electronic scales	
	Assemble or cook ingredients	
Materials	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)	
Textiles	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)	
Electricals and electronics	Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage)	
Computing	Model designs using software	
Construction	Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products	
Mechanics	Create products using levers, wheels and winding mechanisms	