



FS – KS1 Design Technology Curriculum and Knowledge Map



Lower Key Stage 2

Pentecost

Cooking and Nutrition: A balanced diet – Healthy wrap – 4 weeks
NC: Cooking and Nutrition - use the basic principles of a healthy and varied diet to prepare dishes

Evaluate - explore and evaluate a range of existing products

Make - select from and use a wide range of materials and components, including ingredients, according to their characteristics

- I can list the five food groups: fruit and vegetables, carbohydrates, proteins, dairy and oils and spreads. (B)
- I can taste test food combinations and identify which food groups they come from (A)
- I can suggest the most suitable combination of ingredients to design a healthy wrap. (D)



Mechanisms: Wheels and Axles – 2 weeks (Year 1)

NC: Design - Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Evaluate - Explore and evaluate a range of existing products.

Technical Knowledge: Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

- I can **describe** how wheels move by turning on an axle. (B)
- I can **identify** what stops wheel from turning (A)



Fairground Wheel (linkages) – 4 weeks

I can **explore** Ferris wheel mechanisms and **label** the wheel, frame, pods, base, axle and axle holder. (B)

I can design a Ferris wheel and **explain** why I have chosen each material. (A)

I can build and test a moving wheel and **suggest** ways that I can improve the mechanism. (D)

Lent

Advent 2

Textiles: Pouches (Running stitch) – 4 weeks

NC: Make – Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

- I can show someone how to join fabrics using a running stitch (B)
- I know how to sew a running stitch (A)
- I can suggest whether it is more effective to glue or stick fabric when decorating my pouch. (D)



Cooking and Nutrition: Fruit and Vegetables – 4 weeks

NC: Cooking and Nutrition - understand where food comes from
Make – select from and use a wider range of materials and components, including ingredients, according to their functional properties and aesthetic qualities

- I can **identify** if a food is a fruit or a vegetable (B)
- I can **describe** where plants grow and which parts we eat. (B)
- I can taste and **compare** fruit and vegetables. (A)



Year 2

Advent 1

Structures: Baby Bear's Chair – 4 weeks

NC: Design - Explore and evaluate a range of existing products

Technical Knowledge: build structures, exploring how they can be made stronger, stiffer and more stable

Evaluate: evaluate their ideas and products against design criteria

- I can **identify** the concept and features of structures and the stability of different shapes. (B)
- I can **make** and **evaluate** a structure based on its strength, stiffness and stability. (A)
- I can **investigate** how the shape of the structure affects its strength. (D)

Pentecost

Lent

Textiles: Puppets (Joining – staple, glue and pin) – 4 weeks

NC: Design - Design purposeful, functional, appealing products for themselves and other users based on design criteria

Technical Knowledge: build structures, exploring how they can be made stronger, stiffer and more stable

Evaluate: evaluate their ideas and products against design criteria

- I know **how** to use a template to create a design. (B)
- I know **how** to join two fabrics together accurately using pins, staples or glue. (B)
- I can **identify** the most suitable joining methods to embellish my design. (A)



Advent 2

Structures: Constructing a windmill – 4 weeks

NC: Design - Design purposeful, functional, appealing products for themselves and other users based on design criteria

Technical Knowledge: build structures, exploring how they can be made stronger, stiffer and more stable

Evaluate: evaluate their ideas and products against design criteria

- I can **list** a design criterion to suit the purpose of my design. (B)
- I can **construct** a stable structure. (B)
- I can **evaluate** my project and adapt my design. (A)

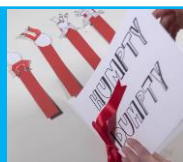
Advent 1

Mechanisms: Making a moving Story book – 4 weeks

NC: Technical Knowledge: Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Evaluate: Explore and evaluate a range of existing products

- I can **explore** slider mechanisms (B)
- I can **design** and **construct** picture book (B)
- I can **evaluate** my moving picture book and **identify** my next steps. (A)



Year 1

EYFS

Develops small motor skills so that they can use a range of tools competently, safely and confidently.

ELG: Physical Development - Fine Motor Skills: Use a range of small tools, including scissors, paint brushes and cutlery.

ELG: Physical Development - Fine Motor Skills: Begin to show accuracy and care when drawing. Explore, use and refine a variety of artistic effects to express ideas and feelings.

ELG: Expressive Arts and Design - Creating with materials: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.