



Year 1

COMPONENT SKILL

Design

To design purposeful, functional and appealing products for themselves and other users.

To draw on a range of ideas to inform and influence their designs.

To discuss and identify key features of pre-existing designs.

To have own ideas for designs.

To identify purposeful and specific criteria for their designs.

To explain what my product is for and how it will work.

To communicate their ideas through a variety of methods.

To use pictures and words to plan.

To begin to use models.

To create, discuss and share their designs with others.

To explain what they want to do and how they will do it.

COMPONENT SKILL

Make

To select from and use a range of tools, equipment, materials and components.

To cut and join materials together using a variety of techniques.

To measure, mark and cut out, with support.

To join materials using glue and scissors, with support.

To shape and finish their designs using a variety of techniques.

To shape and decorate their design.

To choose appropriate materials and components to make their designs.

To choose suitable materials and explain why.

To choose appropriate tools and equipment to make their design.

To choose tools from a selection provided by an adult.

COMPONENT SKILL

Evaluate

To explore and evaluate a range of existing products and their own ideas and products.

To research and evaluate existing designs and products.

To talk about existing products; including their use, audience and materials.

To know of some famous inventions/inventors in history.

To evaluate and adapt their own designs as they plan them.	To discuss whether their drawings are realistic and useful.
To evaluate and adapt their own designs as they make them.	To discuss what would make their product better.
To evaluate their final product against a specific success criteria and reflect on how they could improve their designs in future.	To discuss what could make the product better next time.
COMPONENT SKILL Technical Knowledge To build structures, exploring how they can be improved and understand and use mechanisms in their products.	
To learn how to make structures more robust and fit for purpose.	To suggest ways to make a product stronger.
To use a variety of mechanisms and mechanical systems in their designs.	To use levers/slides.
To use electrical systems in their designs when appropriate.	To understand how to be safe around electricity. [non-statutory]
COMPONENT SKILL Cooking and Nutrition To use the basic principles of a healthy and varied diet to prepare dishes and understand where food comes from.	
To understand and reflect on what it means to follow a healthy diet and lifestyle.	To discuss examples of healthy foods.
To understand and reflect on where food comes from and the wider global context.	To identify where food comes from (either animal or plant)
To select and present recipes in a variety of interesting ways.	To think of interesting ways to decorate food.
To learn key skills in the preparation of food, including safety and hygiene.	To cut, peel and grate with support.
	To explain why washing hands and cleaning surfaces is necessary.