



Year 1 Design Technology Subject Map



DRIVER WORDS						
EYFS			Year 1		Year 2	
Explore	Create	Make	Design	Generate	Develop	Model Select Build

		Structure-Constructing a windmill	Mechanism-Making a Moving Story Book	Cooking and Nutrition-Fruit and Vegetables	DESIGN TECHNOLOGY VOCABULARY
SKILLS	<i>Design</i>	1.Learning the importance of a clear design criteria. 2.Including individual preferences and requirements in a design.	20.Explaining how to adapt mechanisms, using bridges or guides to control the movement 21.Designing a moving story book for a given audience.	30.Designing smoothie carton packaging by-hand or on ICT software.	planning, investigating design, evaluate, make, user, purpose, ideas, product,
	<i>Make</i>	3.Making stable structures from card, tape and glue . 4.Learning how to turn 2D nets into 3D structures. 5.Following instructions to cut and assemble the supporting structure of a windmill# 6.Making functioning turbines and axles which are assembled into a main supporting structure	22.Following a design to create moving models that use levers and sliders.	31.Chopping fruit and vegetables safely to make a smoothie. 32.Identifying if a food is a fruit or a vegetable. 33.Learning where and how fruits and vegetables grow.	
	<i>Evaluate</i>	7.Evaluating a windmill according to the design criteria, testing whether the structure is strong and stable and altering it if it isn't. 8.Suggest points for improvements.	23.Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed. 24.Reviewing the success of a product by testing it with its intended audience.	34.Tasting and evaluating different food combinations. 35.Describing appearance, smell and taste. 36.Suggesting information to be included on packaging	
KNOWLEDGE	<i>Technical</i>	9.To understand that the shape of materials can be changed to improve the strength and stiffness of structures. 10.To understand that cylinders are a strong type of structure (e.g. the main shape used for windmills and lighthouses) 11.To understand that axles are used in structures and mechanisms to make parts turn in a circle. 12.To begin to understand that different structures are used for different purposes 13.To know that a structure is something that has been made and put together.	25.To know that a mechanism is the parts of an object that move together. 26.To know that a slider mechanism moves an object from side to side. 27.To know that a slider mechanism has a slider, slots , guides and an object. 28.To know that bridges and guides are bits of card that purposefully restrict the movement of the slider.	38.Understanding the difference between fruits and vegetables. 39.To understand that some foods typically known as vegetables are actually fruits (e.g. cucumber). 40.To know that a blender is a machine which mixes ingredients together into a smooth liquid. 41.To know that a fruit has seeds and a vegetable does not. 42.To know that fruits grow on trees or vines. 43.To know that vegetables can grow either above or below ground.	
	<i>Additional</i>	14.To know that a client is the person I am designing for. 15.To know that design criteria is a list of points to ensure the product meets the clients needs and wants. 16.To know that a windmill harnesses the power of wind for a purpose like grinding grain, pumping water or generating electricity. 17.To know that windmill turbines use wind to turn and make the machines inside work. 18.To know that a windmill is a structure with sails that are moved by the wind. 19.To know the three main parts of a windmill are the turbine, axle and structure.	29.To know that in Design and technology we call a plan a 'design'.	44.To know that vegetables can come from different parts of the plant (e.g. roots: potatoes, leaves: lettuce, fruit: cucumber).	