Year A Design and Technology KS1

Topic	Design	Structures	Mechanisms including electrical control	Materials including food
How can I be healthy?				Understand the elements of a balanced healthy diet and the nutrition wheel Understand how to name and sort foods into the five groups in 'The Eat well plate' Know that everyone should eat at least five portions of fruit and vegetables every day. Demonstrate how to prepare simple dishes safely and hygienically, without using a heat source. Demonstrate how to use techniques such as cutting, peeling and grating
Monarchs	Understand the development of existing products; What they are for, how they work, materials used. Start to suggest ideas and explain what they are going to do	Explore frame structures and joins for wooden structures		Construct using wood
Transport (History of cars)	Begin to develop their design ideas through discussion, observation, drawing and modelling	Consider the joins and structure needed for design (link to previous topic)	Understand the mechanisms of a working automobile specifically axles and wheels	Consider what materials would be suitable for project
Ice Explorers	Identify a purpose for what they intend to design and make	Understand the need for different structures to meet the criteria of a design		Learn about Tibetan prayer flags and experience using fabric to fulfill a design brief

				Learn how to cut, shape and join fabric to make a simple product. Use basic sewing techniques
Caring for the Earth **FAIRTRADE**	Understand how to identify a target group for what they intend to design and make based on a design criteria	Assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape.	Learn about sliders and pulleys and incorporate one of these into their design	Select appropriate materials to enhance their design
Castles	Develop their ideas through talk and drawings and label parts. Make templates and mock ups of their ideas in card and paper or using ICT	Begin to select tools and materials; use correct vocabulary to name and describe them Build structures, exploring how they can be made stronger, stiffer and more stable	Learn about levers and apply to their model	Select appropriate materials for their design

EVALUATION
Evaluate their work against their design criteria
Start to evaluate their products as they are developed, identifying strengths and possible changes they might make
With confidence talk about their ideas, saying what they like and dislike about them