

Year 1 Design Technology

Steps to knowing...							End Point statement
<p>Which books/cards have moving parts?</p> <p>How do they work?</p>	<p>What is a slider and what does it do?</p> <p>What is a lever and what does it do?</p>	<p>How can I make a slider?</p> <p>How can I make a lever?</p>	<p>What is the design criteria for our product?</p> <p>How can I record my ideas to explain to others how my design meets these criteria?</p>	<p>How can I make my product in the right order thinking about the skills, tools, techniques and materials I need?</p>	<p>Do the sliders and levers in my product work well? Do I need to change anything?</p>	<p>Does my product meet the design criteria? Is there anything I might do differently next time?</p>	<p>Mechanisms- slides and levers Design, make and evaluate a purposeful product incorporating sliders and levers. Use a slider or lever to create a simple mechanism which moves from side to side or up and down incorporating a fixed or loose pivot.</p>
<p>What is a free-standing structure?</p> <p>What examples can I find in the school environment ?</p>	<p>How have the structures been made so that they are strong and stable?</p>	<p>How can I make a structure that is stable (doesn't fall over easily)?</p> <p>How can I join materials securely?</p>	<p>What is the design criteria for our product?</p> <p>How can I record my ideas to explain to others how my design meets these criteria?</p>	<p>How can I make my product in the right order thinking about the skills, tools, techniques and materials I need?</p>	<p>Is my product strong, stiff and stable? Do I need to change anything?</p>	<p>Does my product meet the design criteria? Is there anything I might do differently next time?</p>	<p>Structures - Design, make and evaluate a purposeful free-standing structure. Develop techniques to ensure that the finished product is strong, stiff and stable.</p>

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<p>How can I describe different fruits and vegetables? What must I do before preparing or eating food in order to stay safe?</p>	<p>How do I prepare fruits and vegetables before eating them? E.g. washing, grating, peeling, cutting... What parts are not edible? What utensils do we use?</p>	<p>Why is it important to eat a range of fruits and vegetables?</p>	<p>What is the design criteria for our product? How can I record my ideas to explain to others how my design meets these criteria?</p>	<p>How can I make my product appealing for the user, thinking about taste and appearance?</p>	<p>How can I make my product in the right order thinking about the ingredients, utensils and skills I need?</p>	<p>Does my product meet the design criteria? Is there anything I might do differently next time?</p>	<p>Food - Design, make and evaluate a food product for a specific purpose involving basic food preparation eg peeling, cutting, grating. Demonstrate an awareness of basic food hygiene.</p>
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Vocabulary

slider, lever, pivot, slot, bridge/guide, structure, framework, free standing, design, make, evaluate, user, purpose, ideas, design criteria, product, function

flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning,

investigating, tasting, arranging, popular.

NC links