



Hadfield Infant School - DT

Year 2021 - 2024

Curriculum Content

Year 1

Designing

Design purposeful, functional, appealing products for themselves and others based on design criteria. Design, generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and - where appropriate - ICT.

- Use own ideas to design something and describe how their own idea works
- Design a product which moves
- Explain to someone else how they want to make their product and make a simple plan before making

Making

Select from and use a range of tools and equipment to perform practical tasks (eg cutting, shaping, joining and finishing). Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

- Use own ideas to make something
- Make a product which moves
- Choose appropriate resources and tools

Evaluating

Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria

- Describe how something works
- Explain what works well and not so well in the model they have made

Technical Knowledge

Build structures, exploring how they can be made stronger, stiffer and more stable. Explore and use mechanisms (eg levers, sliders, wheels and axles) in their products.

- Make their own model stronger

Food Technology

Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from.

- Cut food safely

Year 2

Designing

Design purposeful, functional, appealing products for themselves and others based on design criteria. Design, generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and - where appropriate - ICT

- Think of an idea and plan what to do next
- Explain why they have chosen specific textiles

Making

Select from and use a range of tools and equipment to perform practical tasks (eg cutting, shaping, joining and finishing). Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

- Choose tools and materials and explain why they have chosen them
- Join materials and components in different ways
- Measure materials to use in a model or structure

Evaluating

Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria

- Explain what went well with their work

Technical Knowledge

Build structures, exploring how they can be made stronger, stiffer and more stable. Explore and use mechanisms (eg levers, sliders, wheels and axles) in their products

- Make a model stronger and more stable
- Use wheels and axles, when appropriate to do so

Food Technology

Use basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from.

- Weigh ingredients to use in a recipe
- Describe the ingredients used when making a dish or a cake

Vocabulary

Design, purpose, function, model, template, plan, structure, mechanism, food technology.

Textile, material, component, structure, stable, mechanism, food technology, ingredients, recipe.

