

# Design Technology Spring Term - Skills

## Nursery:

### *Wonderful Winter*

- Explain the differences between materials.
- Explore change- cooking.
- Snipping station- cutting skills.

### *Puddles and Rainbows*

- Explore different joining techniques and how to use different tools carefully and safely.
- Snipping station- cutting skills.

## Year 1:

### *Taxi!*

- A wheel is a circular object that is connected to an axle that makes vehicles and machines move.
- Explain what a product is for, and how it will work.
- Work in a safe manner.
- Measure, cut and join materials, with some support.
- Begin to use levers or slides.
- Talk about the product, linking it to the design criteria.

## Year 3:

### *Machines and Mechanisms*

- Explain how an existing product benefits the user.
- Explore and use a range of mechanisms (levers, sliders, axles, wheels and cams) in models or products
- Work accurately to make cuts and holes.
- Select appropriate tools and techniques.
- Use simple lever and linkages to create movement.
- Begin to apply a range of finishing techniques with some accuracy.
- Use design criteria to evaluate finished product.

## Year 5:

### *Eat the Seasons*

- Describe what seasonality means and explain some of the reasons why it is beneficial
- Explain how to be safe/hygienic and follow own guidelines.
- Present product well-interesting, attractive and fit for purpose.
- Describe how recipes can be adapted to change appearance, taste, texture and aroma.
- Explain how there are different substances in food/drink needed for health.
- Evaluate ideas and finished product against specifications, considering purpose and appearance.

## Reception:

### *Starry Night*

- Explore textiles to create cuddly pets.
- Design and create dream catchers- threading.
- Talk about the finished product.

## Year 2:

### *Beach Hut*

- Generate and communicate ideas through a range of different methods.
- Explain own ideas and plan what to do next.
- Choose best tools and materials and explain choices.
- Join materials in different ways.
- Use levers and slides.
- Carefully cut materials to produce accurate pieces.
- Describe what went well, thinking about the design criteria.

## Year 4:

### *Functional and Fancy Fabrics*

- Create and complete a comparison table to compare two or more products.
- Choose from a range of materials, showing an understanding of their different characteristics
- Have a least one idea about how to create a product.
- Make and explain design decisions based on available resources.
- Think about the user when choosing textiles.
- Refer to design criteria while designing, making and evaluating.

## Year 6:

### *Engineer*

- Analyse how an invention or product has significantly changed or improved people's lives.
- Use cams, pulleys and gears to create movement.
- Incorporate hydraulics and pneumatics.
- Use annotated sketches and cross-sectional planning.
- Clearly explain how parts of design will work, and how they are fit for purpose.
- Use selected tools and equipment precisely.
- Test and evaluate final product; explain what would improve it and the effect different resources would have.