

When designing and making, pupils should be taught to:

Design

1. design purposeful, functional, appealing products for themselves and other users based on design criteria
2. generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

3. select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing
4. select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

5. explore and evaluate a range of existing products
6. evaluate their ideas and products against design criteria

Technical knowledge

7. build structures, exploring how they can be made stronger, stiffer and more stable
8. explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.

Current year 1/2 year A	Eat more Fruit and Vegetables 1-6	Textiles 1-6 Weaving 1-6	Winding up 1-8 Focus – structures Vehicles 1-8 Focus - mechanisms
Current year 1/2 year B	A1 Baking bread 1-6 A2 Sewing- Christmas decorations 1-6	Sp1 Clay making houses on tiles 1-7 3D models 1-7	Su1 Puppets 1-7
Other opportunities	Homes (History/Science)	Vehicles (History)	Eating Fruit and Veg (Science)
			Puppets (History)

