

Year 1
Design & Technology
Age Related Expectations
Design
Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
Make
Select from and use a range of tools and equipment to perform practical tasks [for example, 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.
Evaluate
Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria.
Technical Knowledge
Build structures, exploring how they can be made stronger, stiffer and more stable. Explore and use mechanisms [for example, levers, sliders, wheels and axles] in their products.
Cooking & Nutrition
Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from.