

Reception

Trumps Green Infant School Curriculum River Design Technology

Design

Creating with Materials: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function

Fine Motor Skills: choose the right resources to carry out own plan

Make

Create collaboratively, sharing ideas, resources and skills. Make use of props and materials when role playing characters in narratives and stories.

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function

Use a range of small tools, including scissors, paintbrushes and cutlery.

Evaluate

Return to and build on their previous learning, refining ideas and develop their ability to represent them. Share their creations, explaining the process they have used.

3D Modelling:

Manipulate malleable materials in a variety of ways.

Experiment with constructing and joining recycled, natural and manmade materials, - toys, junk modelling animals

Use simple 2D shapes to create a 3D form e.g. in construction activities, magnetic shapes.

Year 1 and 2 Cycle B

Technical knowledge underpins all areas

Design –

Create structures for a function thinking about strength, stability for a house.

Research homes and structures

Develop a design criteria to suit the audience

Generate ideas with annotated sketches

Make templates and prototypes to develop ideas

Consider the functional purpose of the product and identify solutions to design problems.

Vocabulary

Stiffen, reinforce, structure, stability, strength, aesthetic, function, purpose

Make

Join materials to create representations of familiar features of an environment

Select and use tools and equipment with precision

Consider the aesthetic and functional properties of materials.

Use trial and error to identify weakness in structures.

Follow health and safety rules knowing why it is important

Vocabulary: cut, assemble, split pin, hole, wheel, rotary, equipment, cut, push, pull, design, sketch, annotate

Evaluate

Evaluate against a list of design criteria

Evaluate their own and others' ideas

Use feedback to think about improvements to the design along the way and the final product

Vocabulary: Mechanism, evaluate, materials, criteria, product

Cooking and Nutrition - Chocolate bar and packaging

Find out where food comes from for example cocoa plants

Find out what a healthy and varied diet consists of to create dips to go alongside dishes.

Design a chocolate bar using a range of techniques and methods.

Vocabulary: Combine, audience, resources, equipment, evaluate, design, nutrition, fruit, vegetable, healthy, food groups

Year 1 and 2 Cycle A

Design –

Begin to express personal experiences and ideas

Design Mechanisms which mimic natural movements, e.g. making cams, levers, sliders

Vocabulary: slider, mechanism, lever, moving parts, evaluate, pivot

Make

Make simple joins understand the safety and basic care of materials and tools. Measure and cut accurately

Follow a design to create moving models that use sliders, levers, cams

Select materials according to the characteristics

Vocabulary: cut, assemble, split pin, hole, wheel, rotary, equipment, cut, push, pull, design, sketch, annotate

Evaluate

Explore and investigate existing products

Evaluate own design against design criteria, use peer feedback to modify a final design

Technical Knowledge

To change the shape of materials to improve strength and stiffness

Vocabulary: Mechanism, evaluate, materials, criteria, product

Cooking and Nutrition -

Find out where food comes from for example plants and animals

Find out what a healthy and varied diet consists of to create dips to go alongside dishes.

Cook a variety of dishes – scones, dips using a range of techniques and methods, including making dips.

Vocabulary: Combine, audience, resources, equipment, evaluate, design, nutrition, fruit, vegetable, healthy, food groups