DESIGN TECHNOLOGY: DISCIPLINARY KNOWLEDGE	
Year 1	
Designing	• Begin to research existing products before designing their own. • When researching, find out how products work and which materials have been used. • Use their own ideas to design something. • Describe how their idea works. • Design a product which moves. • Explain to someone else how they want to make their product. • Devise a simple plan before making. • Begin to develop their ideas through drawings and, where appropriate, make templates or mock-ups of their initial ideas using ICT (if needed).
Making	• Use their own ideas to make something. • Assemble and join materials using a variety of methods. • Begin to build structures, exploring how they can be made stronger, stiffer and more stable. • Explore using different mechanisms (for example, sliders, wheels and axles) in their products. • With help, measure, mark out and cut a range of materials. • Use tools safely (e.g. scissors and a hole punch). • Begin to assemble, join and combine materials and components using various temporary methods (e.g. glue or Sellotape). • Begin to use simple finishing techniques to improve the appearance of their product

DESIGN TECHNOLOGY: DISCIPLINARY KNOWLEDGE	
Year 1 (continued)	
Evaluating	• Describe how something works. • Explain what works well and not so well in the model they have made. • Begin to evaluate their product as it is developed, identifying strengths and possible changes they might make.
Technical Knowledge	• Make their model stronger. • Make a product that has at least one moving part, e.g. wind/ simple motor-powered boat.
Food Technology	• Cut food safely. • Know that all food comes from either plants or animals. • Use basic food handling, hygiene practices and personal hygiene. • Know how to prepare simple dishes safely and hygienically without using a heat source. • Know how to use techniques such as cutting, peeling and grating.