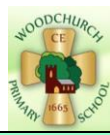


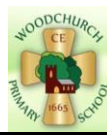
Design and Technology End Points							
	Design Knowledge	Design Skills	Make				Evaluate EYFS
			Structures/ Textiles Knowledge	Structures/ Textiles Skills	Cooking and nutrition Knowledge	Cooking and nutrition Skills	
F2	Know that a drawing of a design can be called a 'plan'.	To suggest own ideas for a design and decide which materials to use to express them.	<p>Know that a structure is anything that is made up of parts held together.</p> <p>Know different techniques for joining materials, e.g., gluing, folding, taping, tying, slotting, flanging.</p> <p>Know how to use a range of cutting tools with increasing care and precision and how to transport/store them safely e.g., scissors, hole punch, pencil.</p> <p>Know that objects can be made from materials and give examples of how certain ones can be used in their work e.g., cardboard, paper, wood, string.</p>	<p>To create imaginative examples of structures using blocks/ construction kits.</p> <p>To join materials together using different techniques and give reasons for their choice.</p>	<p>Know that it is important to wash their hands to remove any germs.</p> <p>Know vocabulary associated with textures of food e.g. lumpy, smooth, crunchy</p> <p>Know vocabulary associated with the taste of food e.g. sweet, sour, salty, spicy, bland (plain)</p> <p>Know that a varied diet means eating certain types of food in moderation.</p> <p>Know that a varied diet helps you grow, be healthy and have more energy.</p> <p>Know that food comes from plants or animals.</p>	<p>To correctly follow guides when washing hands before and after preparing food.</p> <p>To talk about different textures and flavours thinking about likes and dislikes.</p> <p>To verbally explain why it is important to have a varied diet and name some healthy foods.</p> <p>To explain where food comes from and give examples how it can be prepared.</p>	<p>To discuss how a product works and suggest changes for improvements.</p> <p>To make suggestions for changes to different materials/ different joining or preparation techniques and think about how this would change a design.</p>
F2	Disciplinary knowledge	<ul style="list-style-type: none"> <li>Return to and build on their previous learning, refining ideas and developing their ability to express their opinion.</li> <li>Use vocabulary 'like and dislike' when discussing existing designs.</li> <li>out their likes and dislikes of existing design and their own, using knowledge of joining/cutting techniques, choice of materials and health and safety requirements.</li> </ul>					
Design and Technology End Points							
			Make				Evaluate



	Design Knowledge	Design Skills	Structures Knowledge	Structures Skills	Mechanisms Knowledge	Mechanisms Skills	Cooking and nutrition Knowledge	Cooking and nutrition Skills	
Y1	<p>Know that a design criteria is a precise set of goals that a project must achieve in order to be successful.</p> <p>Know that a user is a person who uses or operates something.</p> <p>Know that the term functional means that something is designed to be practical and useful.</p>	<p>To be able to use a design criteria to help inform their design.</p> <p>To draw a plan and discuss what the steps are for making the design.</p> <p>To be able to explain how a product will be used and how it works.</p> <p>To explain how their product is functional.</p>	<p>Know that free standing means that the structure is not attached to or supported by another structure.</p> <p>Know how to make structures stronger, stiffer and more stable.</p> <p>Know that measuring and marking before cutting gives a more precise measurement.</p>	<p>To be able to make free standing structures that meet the design criteria.</p> <p>To be using cutting and joining techniques to strengthen a structure.</p> <p>To think about the appropriateness of different materials for specific tasks.</p> <p>To be able to measure, mark, cut and shape materials and components.</p>	<p>Know that mechanisms are the parts of something that make it work.</p> <p>Know that mechanisms can produce different types of movement; linear motion (in a straight line in one direction) or reciprocating motion (repeated up and down or back and forth motion).</p>	<p>To be able to show linear and reciprocating motions within a mechanism.</p>			
Y1	Disciplinary knowledge								
<b>Design and Technology End Points</b>									
	Design Knowledge	Design Skills	<b>Make</b>					<b>Evaluate</b>	
			Textiles Knowledge	Textiles Skills	Mechanisms Knowledge	Mechanisms Skills	Cooking and nutrition Knowledge	Cooking and nutrition Skills	
Y2									



<b>Y2</b>	Disciplinary knowledge								
<b>Design and Technology End Points</b>									
	<b>Design Knowledge</b>	<b>Design Skills</b>	<b>Make</b>					<b>Evaluate</b>	
			<b>Mechanical Systems Knowledge</b>	<b>Mechanical Systems Skills</b>	<b>Mechanisms Knowledge</b>	<b>Mechanisms Skills</b>	<b>Cooking and nutrition Knowledge</b>	<b>Cooking and nutrition Skills</b>	
<b>Y3</b>									



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<b>Y3</b>	Disciplinary knowledge								
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**Design and Technology End Points**

	Design Knowledge	Design Skills	Make						Evaluate
			Structures Knowledge	Structures Skills	Electrical systems Knowledge	Electrical systems Skills	Cooking and nutrition Knowledge	Cooking and nutrition Skills	
							Know how to read the increments on mechanical scales to the nearest 10g.  Know how to read the increments on a jug to the nearest 10ml.	To measure accurately to the nearest 10 grams using mechanical scales.  To measure accurately to the nearest 10ml using a jug.	

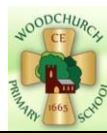


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Y4	Disciplinary knowledge								
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**Design and Technology End Points**

	Design Knowledge	Design Skills	Make					Evaluate
			Mechanical Systems Knowledge	Mechanical Systems Skills	Textiles Knowledge	Textiles Skills	Cooking and nutrition Knowledge	
Y5							Know that dough must be the same thickness to ensure even cooking.  Know appropriate portion sizes and the importance of not skipping meals.	To follow a recipe and convert between different units of metric measure, eg. g/kg, ml/l  To use a rolling pin to roll out dough to a specific thickness.  To use hands to shape measures into evenly sized pieces.



<b>Y5</b>	Disciplinary knowledge								

**Design and Technology End Points**

	Design Knowledge	Design Skills	Make						Evaluate
			Electrical systems Knowledge	Electrical systems Skills	Mechanisms Knowledge	Mechanisms Skills	Cooking and nutrition Knowledge	Cooking and nutrition Skills	
<b>Y6</b>							Know that an egg needs to be separated from the shell prior to cooking.  Know that when eggs are raw they can contain harmful bacteria.  Know that food labels include the relevant nutritional values that relate to the guideline daily amounts for a person.	To crack an egg correctly and safely.  To follow hygiene protocols to ensure that the risk of food poisoning is reduced.  To use information on food labels to inform choice.	



<b>Y6</b>	Disciplinary knowledge								