

Year One – Design and Technology – Structures

Knowledge	Key Skills	Vocabulary
<ul style="list-style-type: none"> • know we design to given criteria • know structures have a purpose • know what a net is • know what a template is • know a structure should be stable • know what stable means 	<ul style="list-style-type: none"> • Work confidently within a range of contexts, such as imaginary, story-based, home, school, gardens, playgrounds, local community, industry and the wider environment • State what products they are making • Say whether their products are for themselves or other users • Describe what their products are for • Say how their products will work • Say how they will make their products suitable for their intended users • Use simple design criteria to help develop their ideas • Generate ideas by drawing on their own experiences • Use knowledge of existing products to help come up with ideas • Develop and communicate ideas by talking and drawing • Model ideas by exploring materials, components and construction kits and by making templates and mockups • Talk about their design ideas and what they are making • Make simple judgements about their products and ideas against design criteria • Suggest how their products could be improved • Follow procedures for safety and hygiene • Use a range of materials and components, including construction materials and kits, textiles, food ingredients and mechanical components • Measure, mark out, cut and shape materials and components • Assemble, join and combine materials and components • Use finishing techniques, including those from art and design • Talk about the movement of simple mechanisms such as levers, sliders, wheels and axles 	<ul style="list-style-type: none"> Design Criteria Structure Function Mechanism Stable Component Assemble

