



By the end of KS1		
	Breadth of Study	Knowledge and Skills
Design	<p>Design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p>	<p>By the end of Year 2, pupils will be able to:</p> <ul style="list-style-type: none"> • Describe the product they are designing and making • Explain whether the product is for themselves or other users • Describe what their products are for • Explain what their products will do • Describe how they will make their products suitable for their intended user • 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 • Communicate ideas by talking and drawing • Model ideas by exploring materials, components and construction kits and by making templates and mock-ups • Use ICT to develop and communicate ideas

<p>Make</p>	<p>Select from and use a range of tools and equipment to perform practical tasks</p> <p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p>	<p>By the end of Year 2, pupils will be able to:</p> <ul style="list-style-type: none"> • Plan by suggesting what to do next • Select from a range of tools and equipment • Select from a range of materials and components according to their characteristics • Work safely and hygienically • Work with a range of materials, textiles, food ingredients and mechanical components • Measure, mark out, cut and shape materials and components • Assemble, join and combine materials and components • Use some finishing techniques linked to the Art and Design progression of skills
<p>Evaluate</p>	<p>Explore and evaluate a range of existing products</p> <p>Evaluate their ideas and products against design criteria</p>	<p>By the end of Year 2, pupils will be able to:</p> <ul style="list-style-type: none"> • Understand what products are • Understand what products are for • Understand how products work • Understand how products are used • Understand where products might be used • Recognise what materials products are made from • Describe what they like/ dislike about a product • To talk about their design ideas and what they are making • Make simple judgements about their products and ideas against design criteria • Suggest how their product could be improved

Technical Knowledge	<p>Build structures, exploring how they can be made stronger, stiffer and more stable</p> <p>Explore and use mechanisms in their products</p>	<p>By the end of Year 2, pupils will be able to:</p> <ul style="list-style-type: none"> • Understand that different mechanisms produce different types of movement • Understand the movement of simple levers and sliders • Use methods of making freestanding structures stronger, stiffer and more stable • Understand that 3D textile products can be assembled from two identical fabric shapes • Understand that food ingredients should be combined according to their sensory characteristics • Know and use technical vocabulary linked to the project (see POAP sheets for key vocabulary)
Cooking and Nutrition	<p>Use the basic principles of a healthy and a varied diet to prepare dishes</p> <p>Understand where food comes from</p>	<p>By the end of Year 2, pupils will be able to:</p> <ul style="list-style-type: none"> • Understand that all food comes from plants or animals • Understand that food needs to be farmed, grown elsewhere or caught • Name and sort foods into the 5 groups in 'The Eatwell Plate' • Know that everyone should eat 5 portions of fruit and vegetables every day • Use techniques such as cutting, peeling and grating • Prepare simple dishes safely and hygienically, without using a heat source • Know and use technical vocabulary linked to the project (see POAP food sheet for key vocabulary)