WOODGRANGE INFANT SCHOOL
KS1 Design Technology Knowledge and skills progression

Our design technology curriculum aims to teach children the knowledge and basic skills they need to design and construct. Once this knowledge and these skills are developing well children can apply them to different contexts- making informed choices about materials, techniques and features that will make their design fit for purpose. The ability to plan, make and evaluate is integral to each project. Children have daily opportunities to create independently and are encouraged to do so.

EYFS Expressive art & design - creating with materials

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - Share their creations, explaining the process they have used
Make use of props and materials when role playing characters in narratives and stories.
Make informed choices of tools and materials
Share what they plan to make, what they need and what they will do next, Adapt as they go.

YEAR 1	Technical knowledge	Design	Make- ENDPOINT
TERM 1 A Mouse called Julian	Follow a simple design brief-Joining and combining materials	burrow/ room/ House/ bed for Julian Joined scrap materials and followed design brief	
TERM 2 The last wolf	sewing- textiles/ woodwork skills Skills practice		
TERM 3 Traction man	Joining materials	cape/ costume for Traction man Applied science knowledge of materials chosen appropriate method for joining	
TERM 4 Prince Cinders	Levers/ sliders	Moving pictures	
TERM 5 Pattan's pumpkin	Cutting and joining wood and/or other materials	A boat to rescue the animals Met design brief, measure, cut and join materials for a purpose	
TERM 6 Leila & the secret of the rain	Cutting, slicing, grating fruit and vegetables	Soup or salad using veg from the edible playground Used tools effectively to produce food to eat	

YEAR 2	Technical knowledge	Design	Make
TERM 1 LEAF	Joining material (sewing)	Book mark Considered design/ appearance of a product	

TERM 2 Moth	Joining materials (wood)	Bug hotel/bird box Evaluated a product/ met design brief applied woodwork/ maths skills
TERM 3 & 4 Lights on CottonRock	Wheels and axles (mechanisms)	Moon buggy- plan/ design/ make using mechanisms
TERM 5 & 6 The Secret of Black Rock	Food (tools) Joining materials, purposes/ stability of a structure	Make a healthy packed lunch dish Use food handling skills and tools Make a stable, working lighthouse model- collaborative project