



Kingsley Primary School

Year 1 - DT Knowledge Progression Sheet

	Food - Preparing fruit and vegetables	Mechanisms - Sliders and Levers	Structures - Freestanding structures
Prior Learning	<ul style="list-style-type: none"> -Experience of common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell. -Experience of cutting soft fruit and vegetables using appropriate utensils. 	<ul style="list-style-type: none"> -Early experiences of working with paper and card to make simple flaps and hinges. -Experience of simple cutting, shaping and joining skills using scissors, glue, paper fasteners and masking tape 	<ul style="list-style-type: none"> -Experience of using construction kits to build walls, towers and frameworks. -Experience of using of basic tools e.g. scissors or hole punches with construction materials e.g. plastic, card. -Experience of different methods of joining card and paper.
Designing	<ul style="list-style-type: none"> -Design appealing products for a particular user based on simple design criteria. -Generate initial ideas and design criteria through investigating a variety of fruit and vegetables. -Communicate these ideas through talk and drawings. 	<ul style="list-style-type: none"> Generate ideas based on simple design criteria and their own experiences, explaining what they could make. -Develop, model and communicate their ideas through drawings and mock-ups with card and paper. 	<ul style="list-style-type: none"> -Generate ideas based on simple design criteria and their own experiences, explaining what they could make. -Develop, model and communicate their ideas through talking, mock-ups and drawings.
Making	<ul style="list-style-type: none"> -Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely. -Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product. 	<ul style="list-style-type: none"> -Plan by suggesting what to do next. -Select and use tools, explaining their choices, to cut, shape and join paper and card. -Use simple finishing techniques suitable for the product they are creating. 	<ul style="list-style-type: none"> -Plan by suggesting what to do next. -Select and use tools, skills and techniques, explaining their choices. -Select new and reclaimed materials and construction kits to build their structures. -Use simple finishing techniques suitable for the structure they are creating.



Evaluating	<ul style="list-style-type: none"> -Taste and evaluate a range of fruit and vegetables to determine the intended user's preferences. -Evaluate ideas and finished products against design criteria, including intended user and purpose. 	<ul style="list-style-type: none"> -Explore a range of existing books and everyday products that use simple sliders and levers. - Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria. 	<ul style="list-style-type: none"> -Explore a range of existing freestanding structures in the school and local environment e.g. everyday products and buildings. -Evaluate their product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria.
Technical Knowledge and Understanding	<ul style="list-style-type: none"> -Understand where a range of fruit and vegetables come from e.g. farmed or grown at home. -Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The eat well plate. -Know and use technical and sensory vocabulary relevant to the project. 	<ul style="list-style-type: none"> - Explore and use sliders and levers. - Understand that different mechanisms produce different types of movement. - Know and use technical vocabulary relevant to the project. 	<ul style="list-style-type: none"> - Know how to make freestanding structures stronger, stiffer and more stable. -Know and use technical vocabulary relevant to the project.
Key Vocabulary	flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria	slider, lever, pivot, slot, bridge/guide card, masking tape, paper fastener, join pull, push, up, down, straight, curve, forwards, backwards design, make, evaluate, user, purpose, ideas, design criteria, product, function	cut, fold, join, fix structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved metal, wood, plastic circle, triangle, square, rectangle, cuboid, cube, cylinder, design, make, evaluate, user, purpose, ideas, design criteria, product, function