



Design Technology Skills, Knowledge and Technical Vocabulary- KS1

	Learning Objective		Knowledge (National Curriculum)	Technical Vocabulary
End of KS1	To master practical skills	Food and Nutrition	<p>To know you follow a simple recipe to make food.</p> <p>To know the name of utensils and equipment needed for food.</p> <p>To know how to use utensils and equipment correctly.</p> <p>To know the principles of a healthy and varied diet. (Eat well plate).</p> <p>To know where food comes from.</p> <p>To use the basic principles of a healthy and varied diet to prepare dishes.</p>	<p>Recipe, utensils, instruction, peeler, grater, knife, rolling pin,</p> <p>Cut, peel, grate, ingredients, knife, cutlery, hygienic, safety.</p> <p>Measure, weigh, scale, accuracy, grams), teaspoon, tablespoon, dessert spoon.</p>
		Textiles and Materials	<p>To know the name of tools used to cut.</p> <p>To know how to measure accurately using standard and non-standard measurements.</p> <p>To know how to read a scale to measure.</p> <p>To know shaping techniques.</p> <p>To know the names of joining techniques.</p> <p>To know the names of resources required to join and shape.</p> <p>To select from and use a range of tools and equipment to perform practical tasks (cutting, shaping, joining, finishing).</p> <p>To select from and use a wide range of materials and components including construction materials, textiles and ingredients, according to their characteristics.</p> <p>To understand what textiles are.</p> <p>To know how to perform a simple running stitch.</p> <p>To know how to use, dyeing, embellishment and printing techniques.</p> <p>To understand how to join textiles together.</p> <p>To select from and use a range of tools and equipment to perform practical tasks (cutting, shaping, joining, finishing).</p> <p>To select from and use a wide range of materials and components including construction materials, textiles and ingredients, according to their characteristics.</p>	<p>Material, tool, cut, curl, safely, centimetre, glue, fold, tear.</p> <p>Measure, mark, ruler, tape measure, shaping, range, hinges, combine, strengthen, technique, scale</p> <p>Shape, textile, template, running stitch, techniques, dyeing, sequins, printing, decorate</p>
		Construction	<p>To know what materials are.</p> <p>To know how techniques to make and strengthen products.</p> <p>To select from and use a range of tools and equipment to perform practical tasks (cutting, shaping, joining, finishing).</p>	<p>Glue, product, materials, drill, screw, nail, strengthen, ingredients, characteristics, joining, finishing, cutting, shaping, structures, stronger,</p>

		<p>To select from and use a wide range of materials and components including construction materials, textiles and ingredients, according to their characteristics.</p> <p>To build structures, exploring how they can be made stronger, stiffer and more stable.</p>	
	Mechanisms	<p>To know what levers, wheels and winding mechanisms are.</p> <p>To know how to design and create a product.</p> <p>To know how to use given mechanisms to create a product.</p> <p>To explore and use mechanisms (levers, sliders, wheels, axles)</p>	<p>Mechanism, wheel, lever, winding, product, axles, slider, wheels</p>
	To design, make, evaluate and improve	<p>To know how to design a product based on a design criteria</p> <p>To know how to make and evaluate a product</p> <p>To know who a user is</p> <p>To know which software used to design.</p>	<p>Design, product, purpose, user, refine, progress, software, functional, criteria, template, mock-up, cutting, shaping, joining, finishing, components, evaluate</p>
	To take inspiration from design throughout history	<p>To know how to compare designs</p> <p>To know how to critique</p> <p>To know how to investigate products</p>	<p>Design, explore, improvement, evaluate, objects, products</p>