

## Design and Technology

### During Year 1 and 2 children will:

- investigate and evaluate a range of familiar products [for example, talking about how they work, and whether they do what they are supposed to do]
- Carry out a focused practical task that develops a range of techniques, skills, processes and knowledge
- design and make assignments using a range of materials, including food, items that can be put together to make products, and textiles.

### Be taught to:

- generate ideas for products after thinking about who will use them and what they will be used for, using information from a number of sources, including ICT-based sources
- develop ideas and explain them clearly, putting together a list of what they want their design to achieve
- plan what they have to do, suggesting a sequence of actions and alternatives, if needed
- communicate design ideas in different ways as these develop, bearing in mind aesthetic qualities, and the uses and purposes for which the product is intended.
- select appropriate tools and techniques for making their product
- suggest alternative ways of making their product, if first attempts fail
- explore the sensory qualities of materials and how to use materials and processes
- measure, mark out, cut and shape a range of materials, and assemble, join and combine components and materials accurately
- use finishing techniques to strengthen and improve the appearance of their product, using a range of equipment including ICT.
- follow safe procedures for food safety and hygiene.
- reflect on the progress of their work as they design and make, identifying ways they could improve their products
- carry out appropriate tests before making any improvements
- recognise that the quality of a product depends on how well it is made and how well it meets its intended purpose.