



## Bearpark Design & Technology Curriculum for Year 1 & 2 (Cycle A)

### What are the aims and intentions of this DT curriculum?

Key Aims:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

### Skills

Generating ideas - designing	Making	Evaluating	Key Vocabulary
<p>Design appealing products for a particular user based on simple design criteria. Generate initial ideas and design criteria through own experiences. Develop and communicate these ideas through talk and drawings and mock ups where relevant.</p>	<p>Select and use simple utensils, tools and equipment to perform a job e.g. peel, cut, slice, squeeze, grate and chop safely; marking out, cutting, joining and finishing; cut, shape and join paper and card. Select from a range of ingredients and materials according to their characteristics to create a chosen product.</p>	<p>Taste, explore and evaluate a range of products to determine the intended user's preferences for the product Evaluate their ideas throughout and finished products against design criteria, including intended user and purpose.</p>	<p>Planning, investigating design, evaluate, make, user, purpose, ideas, product.</p>



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Term	Topic	Knowledge	Assessment
Autumn	Mechanisms	To explore and use sliders and levers.	
	Wheels and axles	To know about the movement of simple mechanisms such as levers, sliders, wheels and axles To understand that different mechanisms produce different types of movement. <b>Key Vocabulary:</b> slider, lever, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up, down, straight, curve, forwards, backwards	
Spring	Textiles	Understand how simple 3-D textile products are made, using a template to create two identical shapes. Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. Explore different finishing techniques.	
	Templates and joining techniques	<b>Key Vocabulary:</b> joining and finishing techniques, tools, fabrics and components, template, pattern pieces, mark out, join, decorate, finish.	
Autumn	Food	To know that all food comes from plants or animals and that food has to be farmed, grown elsewhere (e.g. home) or caught.	
	Preparing fruit and vegetables	To name and sort foods into the five groups in The eatwell plate and understand that everyone should eat at least five portions of fruit and vegetables every day. To understand how to prepare simple dishes safely and hygienically, without using a heat source. <b>Key Vocabulary:</b> fruit and vegetable names, names of equipment and utensils, sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients.	