



Design technology Component Knowledge

Year 1

Constructing a windmill

National Curriculum

Pupils should be taught to: make a windmill to meet a design criteria.

Key learning and Component knowledge

Key Learning:

L1: To create a stable structure.

Component Knowledge:

- Find the centre of an object.
- Puncture a hole.
- Add weight to a structure.

Key Learning:

L2: To use tools and equipment accurately to make part of a structure.

Component Knowledge:

- Hold scissors correctly.
- Begin to estimate equal distances.
- Cut carefully.
- Can fold to make the shape of the structure.

Key Learning:

L3: To join parts of a structure.

Component Knowledge:

- Widen a hole.
- Join parts together.
- Attach a supporting structure.
- Test a structure.

Key Learning:

L4: To evaluate a structure.

Component Knowledge:

- Test a windmill.
- Make a design better.
- Decorate a windmill for the user.

Puppets
National Curriculum
<p>Pupils should be taught to: Join fabrics together using pins, staples or glue. Design a puppet and use a template. Join their two puppets' faces together as one. Decorate a puppet to match their design.</p>
Key learning and Component knowledge
<p>Key Learning: L1: To join fabrics together using different methods. Component Knowledge:</p> <ul style="list-style-type: none"> Remember that different techniques may be used to join fabrics for different purposes. Join fabric by pinning, stapling or glueing. <p>Key Learning: L2: To use a template to create my design. Component Knowledge:</p> <ul style="list-style-type: none"> Design a puppet using a template. Use a template to cut out a puppet. <p>Key Learning: L3: To join two fabrics together accurately Component Knowledge:</p> <ul style="list-style-type: none"> Join fabrics together. Align two pieces of fabric. Use a template. Fit a hand into a puppet. <p>Key Learning: L4: To embellish my design using joining methods. Component Knowledge:</p> <ul style="list-style-type: none"> Use joining methods to decorate a puppet. Put hand into the puppet after it is decorated. Evaluate own and others' work.

Smoothies
National Curriculum
Pupils should be taught to: prepare foods by cutting and juicing and selecting fruits and vegetables to create a smoothie to meet a design brief.
Key learning and Component knowledge
<p>Key Learning:</p> <p>L1: To identify fruits.</p> <p>Component Knowledge:</p> <ul style="list-style-type: none"> • Name fruits and vegetables. • Identify seeds. • Sort fruits and non-fruits. <p>Key Learning:</p> <p>L2: To describe where fruits and vegetables grow.</p> <p>Component Knowledge:</p> <ul style="list-style-type: none"> • Name places where fruits and vegetables grow. • Decide whether a fruit or vegetable will grow aboveground or underground. • Make predictions about where edible parts of plants will grow. <p>Key Learning:</p> <p>L3: To practise food preparation skills.</p> <p>Component Knowledge:</p> <ul style="list-style-type: none"> • Use a fork to hold foods when cutting. • Use a table knife to cut soft foods. • Use a juicer to get juice from fruits. • Work safely and follow instructions. <p>Key Learning:</p> <p>L4: To select ingredients for a recipe.</p> <p>Component Knowledge:</p> <ul style="list-style-type: none"> • Choose fruits and vegetables to taste. • Suggest fruits to put together based on taste. • Describe a food's taste. • Decide on three ingredients to create a recipe. <p>Key Learning:</p> <p>L5: To apply food preparation skills to a recipe.</p> <p>Component Knowledge:</p> <ul style="list-style-type: none"> • Gather the ingredients for a simple recipe. • Cut and juice fruits as part of a recipe. • Use senses to compare a smoothie with a partner's. <p>Key Learning:</p> <p>L6: To evaluate against the design brief.</p> <p>Component Knowledge:</p> <ul style="list-style-type: none"> • Colour a template to create a carton design. • Choose my favourite recipe.

- Talk to the class about the design brief.