



Design and Technology Topic: Junk modelling

Year: 1 **Term:** Spring 1

Key Knowledge/Content:

- Design a product.
- Name materials.
- Explain characteristics of materials.
- Name tools.
- Join materials together.

Key vocabulary with definition:

Prior vocabulary:

- Plan – To draw something.
- Make – To combine materials to make a product.
- Design – To plan using pen or pencils and add details to your picture to be able to make a product.

New vocabulary:

- Decorate – To add detail to a product.
- Join – To combine materials together.
- Design- To draw something and think about the materials and resources.
- Evaluate – To discuss likes, dislikes and improvements.

Links to:

Prior learning:

To create objects using junk modelling and joined materials together using glue.

Future learning:

To design and make a product with purpose.

By the end of this unit

All children can: **demonstrate** how to use tools safely, **design** a product and **make** a product.

Most children can: **demonstrate** how to use a range of tools to cut, fold and add decoration to product.

Some children can: **demonstrate** and **explain** how pulse what evaluate means and to discuss their likes, dislikes and suggest improvements.

Background understanding for teachers and parents:

The children are to design a product, thinking about the materials and equipment they can use. They are going to make a product using a range of tools and adding detail to make their product look appealing. The children will learn how to evaluate their products.

Curriculum Driver (one):

Communication

Evidence outcome:

To discuss materials, tools and their ideas they want to use to make their product.