



North Somercotes CE Primary School

Whole School Design and Technology Concepts and Vocabulary – Yearly Overview

Our Design and Technology concepts are Design, Make and Evaluate. We also have a focus on Food Technology and Nutrition. This is the key knowledge we learn in each year group.

Key vocabulary enables our children develop their Design and Technology language and understanding as they move through school.

Concepts	<u>Design</u>	<u>Make</u>	<u>Evaluate</u>	Food Technology and
Year Group	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	Nutrition Understand and apply the principles of nutrition and learn how to cook.
Reception	Explore different textures, colour, design and form and function.	Use resources readily available to safely use and explore building and designing objects. Use resources to explore joining	Share their creations explaining the process they have used.	Be able to explain why they like or dislike foods that they taste using the correct vocabulary
	and combining materials. Vocabulary			
	Textures Design Form Function Ideas Construct	Explore Materials Colour Tools Object Join/Combine Weave	Explain Improve	Food Healthy Cut Taste Flavour Like Dis-like Thread



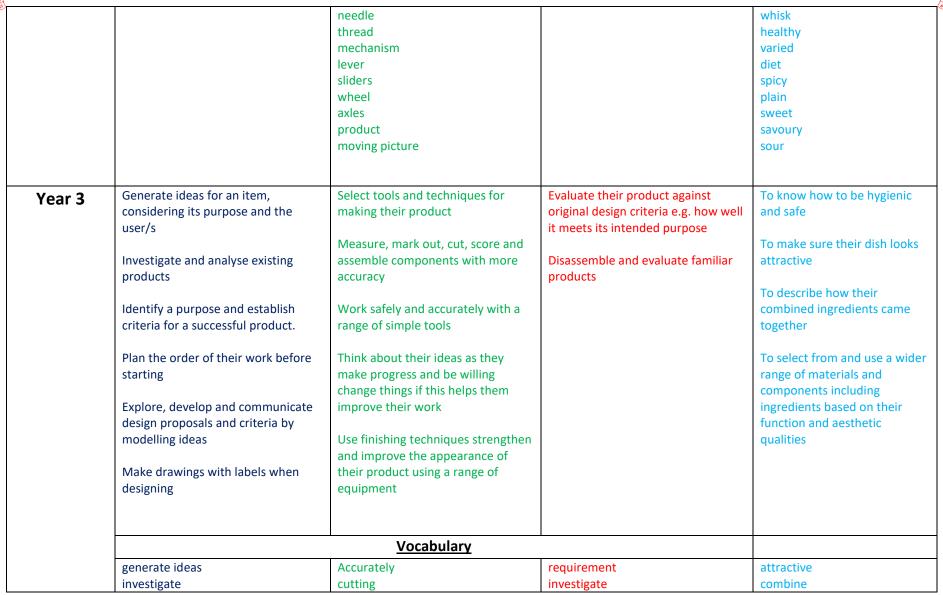






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Year 2	Generate ideas by drawing on their own and other people's experiences Develop their design ideas through discussion, observation, drawing and modelling Identify a purpose for what they intend to design and make Identify simple design criteria Model their ideas in card and paper Make simple drawings and label parts	Begin to select tools and materials; use vocab' to name and describe them Measure, cut and score with some accuracy Use hand tools safely and appropriately Assemble, join and combine materials in order to make a product Cut, shape and join fabric to make a simple product. Use basic sewing techniques Choose and use appropriate finishing techniques	Evaluate against their design criteria Evaluate their products as they are developed, identifying strengths and possible changes they might make Talk about their ideas, saying what they like and dislike about them Explore and evaluate a range of existing products	Cut food safely using a range of tools, confidently Follow and make a simple recipe Plan a simple meal with support Understand the basic principles of a healthy and varied diet. Understand where different food comes from To independently use some simple cookery equipment correctly (sieve, mixing bowls, grater, peeler, whisk) Be able to explain where different foods come from and why
	ideas	Fabric	evaluate	ingredients
	generate	Materials	design criteria	tools
	observation	Measure	functional	method
	purpose	accurate	fit for purpose	evaluate
	label	structure	1 - 1	root vegetables
		components		fish
		join/combine		fruit
		template		grater
		cut		peeler
		stitch		sieve
		JULUIT		SIEVE

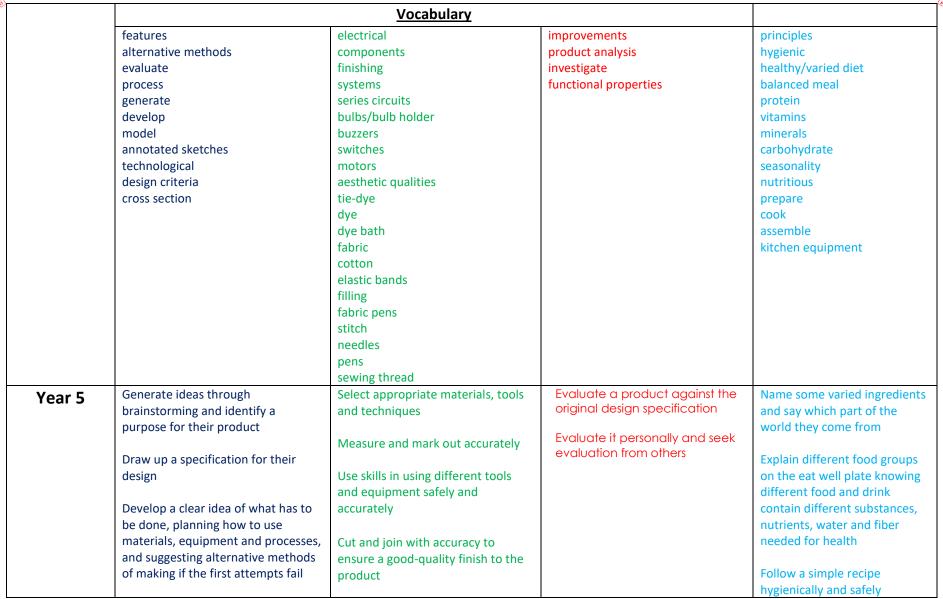














	Use results of investigations, information sources, including ICT when developing design ideas			Prepare and cook a variety of predominantly savory dishes using a range of cooking techniques
	specification	Prototype	Function	seasonality
	investigations	Program	Evaluate	healthy
	analyse	Monitor	Investigate	varied
	generate	Control	Product Analysis	food groups
	develop	Strengthen	Improvements	nutritional benefit
	model	Stiffen		hygienic
	annotated sketches	Reinforce		bacteria
	cross-sectional	Stabilizing		savoury
	exploded diagrams	Joining		techniques
	prototypes	Cutting		melt
	pattern pieces	Shaping		fry
	computer aided design	finishing		bake
	design criteria			roast
	innovative			grill
	functional			Mexican
	appealing			Chinese
	fit for purpose Communicate their ideas through	Colort or managinto to all montonials	Evaluate their anadusts identifying	German
Year 6	detailed labelled drawings	Select appropriate tools, materials, components and techniques	Evaluate their products, identifying strengths and areas for	Design simple seasonal recipes.
	detailed labelled drawings	components and techniques	development, and carrying out	recipes.
	Develop a design specification	Assemble components make	appropriate tests	Prepare a range of ingredients
		working models	appropriate tests	hygienically
	Explore, develop and communicate	working moders	Record their evaluations using	Hygierically
	aspects of their design proposals by	Use tools safely and accurately	drawings with labels	Prepare, assemble and cook
	modelling their ideas in a variety of ways	ose tools surely and accurately	arawings with labels	ingredients
	ways	Construct products using	Evaluate against their original	
	Plan the order of their work, choosing	permanent joining techniques	criteria and suggest ways that their	Understand seasonality, and
	appropriate materials, tools and techniques	F 2 managed and a second and a	product could be improved	know where and how a variety



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	Make modifications as they go		of ingredients are grown,
	along		reared, caught and processed.
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	Pin, sew and stitch materials		
	together create a product		
	A alaise a surality are dust		
	Achieve a quality product		
	<u>Vocabulary</u>		
Design Criteria	refine	critically evaluate	seasonality
Innovative	monitor	Improvements	grown, reared, caught,
Functional	control	Investigate	processed
Appealing	template	Function	preserved
Fit for purpose	Prototypes	feedback	healthy
generate	Pattern pieces		varied
develop	Stitches		protein
model	Textiles		hygienic
annotated sketches	Functional properties		bacteria
cross-sectional	Aesthetic properties		
exploded diagrams	Decorative techniques		
prototypes	Fastenings		
step by step plan	Cam		
	Mechanisms		
	Mechanical		
	Framework		
	Dowel		
	Pin hammer		
	Vice		
	Bench hook		
	Junior hacksaws		