

Design Technology (DT)

Milestone KS1

Cycle 2023-2024

The expected level on this milestone represents the required level for a Year 2 child.

Mechanisms (Wheels & Axles)	Basic:	Expected:	Deep:
Prior Learning/ Experiences			
Assembled vehicles with moving wheels using construction kits.			
Explored moving vehicles through play.			
Gained some experience of designing, making and evaluating products for a specified user and purpose.			
Developed some cutting, joining and finishing skills with card.			
Designing			
Generate initial ideas and simple design criteria through talking and using own experiences.			
Develop and communicate ideas through drawings and mock-ups.			
Making			
Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing.			
Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics.			
Evaluating			
Explore and evaluate a range of products with wheels and axles.			
Evaluate their ideas throughout and their products against original criteria.			
Technical knowledge and understanding			
Explore and use wheels, axles and axle holders.			
Distinguish between fixed and freely moving axles.			
Know and use technical vocabulary relevant to the project.			

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Textiles (Templates & Joining Techniques)	Basic:	Expected:	Deep:
Prior Learning/ Experiences			
Explored and used different fabrics.			
Cut and joined fabrics with simple techniques.			
Thought about the user and purpose of products.			
Designing			
Design a functional and appealing product for a chosen user and purpose based on simple design criteria.			
Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology.			
Making			
Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing.			
Select from and use textiles according to their characteristics.			
Evaluating			
Explore and evaluate a range of existing textile products relevant to the project being undertaken.			
Evaluate their ideas throughout and their final products against original design criteria.			
Technical knowledge and understanding			
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 e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.			
Know and use technical vocabulary relevant to the project.			

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Food (Preparing Vegetables)	Basic:	Expected:	Deep:
Prior Learning/ Experiences			
Experience of common vegetables undertaking sensory activities i.e. appearance, taste and smell.			
Experience of cutting soft vegetables using common utensils.			
Designing			
Design appealing products for a particular user based on simple design criteria.			
Generate initial ideas and design criteria through investigating a variety of vegetables.			
Communicate these ideas through talk and drawings.			
Making			
Use simple utensils and equipment to eg peel, cut, slice, squeeze, grate and chop safely.			
Select from a range of vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product.			
Evaluating			
Taste and evaluate a range of vegetables to determine the attended user's preferences.			
Evaluate ideas and finished products against design criteria including attended user and purpose.			
Technical knowledge and understanding			
Understand where a range of vegetables come from e.g. farmed or grown at home.			
Understand and use basic principles of a healthy and varied diet to prepare dishes including how vegetables are part of the eat well plate.			
Know and use technical and sensory vocabulary relevant to the project.			