

Design Technology (DT)

Milestone 1 (KS1)

Cycle 2022-2023

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

Mechanisms (Sliders & Levers)	Basic:	Expected:	Deep:
Prior Learning/ Experiences			
Early experiences of working with paper and card to make simple flaps and hinges.			
Experience of simple cutting, shaping and joining skills using scissors, glue, paper fasteners and masking tape.			
Designing			
Generate ideas based on simple design criteria and their own experiences, explaining what they could make.			
Develop, model and communicate their ideas through drawings and mock-ups with card and paper.			
Making			
Plan by suggesting what to do next.			
Select and use tools, explaining their choices, to cut, shape and join paper and card.			
Use simple finishing techniques suitable for the product they are creating.			
Evaluating			
Explore a range of existing books and everyday products that use simple sliders and levers.			
Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria.			
Technical knowledge and understanding			
Explore and use sliders and levers.			
Understand that different mechanisms produce different types of movement.			
Know and use technical vocabulary relevant to the project.			

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Structures (Free Standing)	Basic:	Expected:	Deep:
Prior Learning/ Experiences			
Experience of using construction kits to build walls, towers and frameworks.			
Experience of using of basic tools e.g. scissors or hole punches with construction materials e.g. plastic, card.			
Experience of different methods of joining card and paper.			
Designing			
Generate ideas based on simple design criteria and their own experiences, explaining what they could make.			
Develop, model and communicate their ideas through talking, mock-ups and drawings.			
Making			
Plan by suggesting what to do next.			
Select and use tools, skills and techniques, explaining their choices.			
Select new and reclaimed materials and construction kits to build their structures.			
Use simple finishing techniques suitable for the structure they are creating.			
Evaluating			
Explore a range of existing freestanding structures in the school and local environment e.g. everyday products and buildings.			
Evaluate their product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria.			
Technical knowledge and understanding			
Know how to make freestanding structures stronger, stiffer and more stable.			
Know and use technical vocabulary relevant to the project.			

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Food (Preparing Fruit)	Basic:	Expected:	Deep:
Prior Learning/ Experiences			
Experience of common fruits undertaking sensory activities ie appearance, taste and smell.			
Experience of cutting soft fruits 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 fruits.			
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 fruits according to their characteristics e.g. colour, texture and taste to create a chosen product.			
Evaluating			
Taste and evaluate a range of fruits to determine the attended users preferences.			
Evaluate ideas and finished products against design criteria including attended user and purpose.			
Technical knowledge and understanding			
Understand where a range of fruits 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 fruits are part of the eat well plate.			
Know and use technical and sensory vocabulary relevant to the project.			