

Design Technology- Substantive Knowledge Map

Unit	Year 1	Vocabulary	Retrieval Opportunities
Mechanisms- Sliders and levers	<p>Movable Christmas Card</p> <ul style="list-style-type: none"> - Design purposeful, functional, appealing products for themselves and other users based on design criteria - Generate, develop, model and communicate their ideas through discussion, annotated sketches and prototypes. - Select from tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] accurately. - Select from and use a wide range of materials and components, including construction materials, according to their characteristics - Explore and evaluate a range of existing products - Evaluate their ideas and products against design criteria - Explore and use mechanisms [for example levers, sliders, wheels and axles], in their products. 	slider, lever, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up, down, straight, curve, forwards, backwards design, make, evaluate, user, purpose, ideas, design criteria, product, function	Using rulers, pencils and scissors accurately- measuring to the nearest cm Homework and seasonal activities
Freestanding Structures	<p>Animal Enclosure</p> <ul style="list-style-type: none"> - Design purposeful, functional, appealing products for themselves and other users based on design criteria - Generate, develop, model and communicate their ideas through discussion and annotated sketches. - Select from tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] accurately. - Select from and use a wide range of materials and components, including construction materials, according to their characteristics - Explore and evaluate a range of existing products - Evaluate their ideas and products against design criteria - Build structures, exploring how they can be made stronger, stiffer and more stable 	cut, fold, join, fix, structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved, metal, wood, plastic, circle, triangle, square, rectangle, cuboid, cube, cylinder, design, make, evaluate, user, purpose, ideas, design criteria, product, function	

Food-preparing fruit and vegetables	Fruit Salad/Banana Split <ul style="list-style-type: none"> - Design purposeful, functional, appealing products for themselves and other users based on design criteria. - Generate, develop, model and communicate their ideas through discussion and annotated sketches. - Select from and use a wide range of ingredients, according to their characteristics. - Select from tools and equipment to perform practical tasks [for example: knifes, graters, peelers and juicers] accurately. - Explore and evaluate a range of existing products. - Evaluate their ideas and products against their own design criteria. - Use the basic principles of a healthy and varied diet to prepare dishes. - To understand where food comes from. 	fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria	
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