



Holmesdale
Yearly Knowledge and Skills Progression
Subject: D.T
Year group: Year One

In Year One we follow the Key Stage One National Curriculum. We continue to build the children's knowledge and skills through fun, engaging and interesting topic links, including sewing a friend for Beegu, making a fruit salad and making a wind up toy. We have identified 3 BIG IDEAS that run through our D.T curriculum. These are evident threads that run through the year groups – 1. Plan, make and evaluate. 2. Tool skills and confidence 3. A healthy outlook through food. These are highlighted throughout the maps.

Autumn Term

Knowledge:

- To develop models through discussions about appropriate materials to use for the purpose.
- To build structures, exploring how they can be made stronger, stiffer and more stable.
- To know where food comes from.

Skills:

- To cut, shape, join and finish a product.
- To use a range of tools and equipment to complete a task.
- To choose suitable materials.
- To build structures
- To use basic principles of a healthy and balanced diet when preparing food.
- To design for a purpose.

Vocabulary:

Cut, stick, scissors, picture, drawing, join, tear, tools, materials, stuffing, design, mix, stir, wash, split pins
 (Current topics: Make Knuffle Bunny, fruit salad)

British Values/SMSC

- Enabling children to develop their self knowledge, self esteem and self confidence.
- Encourage children to accept responsibility for their behaviour and show initiative.

How can we enrich this at Holmesdale?

Continuous provision – Indoor and outdoor learning with areas to enable children to access and gain independence to tools.
 Linking to stories to give the learning more purpose.
 Geography – where food comes from

End Points

- I can design a product for a purpose.
- I can evaluate on what has been made.
- I can use tools (e.g. scissors or knife) safely and using correct technique.
- I know where food comes from.
- I understand the principles of a healthy diet.

Spring Term

Knowledge:

- select from and use a wider range of materials and components, including construction materials, and textiles, according to their functional properties and aesthetic qualities
- To select materials to suit a purpose.
- select from and use a wider range of tools and equipment
-

Skills:

- use a wider range of tools and equipment to perform practical tasks accurately
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

Vocabulary:

- Cut, stick, scissors, picture, drawing, join, tear, tools, materials, design, sew

British Values/SMSC

- Enabling children to develop their self knowledge, self esteem and self confidence. Encourage children to accept responsibility for their behaviour and show initiative.

How can we enrich this at Holmesdale?

Dip and Do learning
Hever Castle school trip.
Links to stories, e.g. Beegu.
Reigate Castle trip.

End points

- I can design a puppet.
- I can evaluate and reflect on what I have made.

- I can use a range of ways to join materials (e.g. stick, sew, staple).
- I can use tools to cut or join materials safely.

Summer Term

Knowledge:

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

Vocabulary:

Cut, stick, scissors, picture, drawing, join, tear, tools, materials, design, measure,

Skills:

- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

British Values/SMSC

- Enabling children to develop their self knowledge, self esteem and self confidence.
- Encourage children to accept responsibility for their behaviour and show initiative.

How can we enrich this at Holmesdale?

Take one picture week

Link to celebrations.

Workshop – Making musical instruments from recycled materials.

End Points

- I can create a working mechanism.
- I can join materials effectively.
- I can design, make and evaluate a product.
- I can design a product with a purpose.