

 Design and Technology – Concept Map

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|  | Early Years | Year 1&2 | Year 3&4 | Year 5&6 |
| Critical EvaluationTest/evaluate Improve | * Looking at products
* Who is it for?
* What is it?
* What is similar to it?
* Is it a good idea?

All | * To investigate current products in a practical way.
* To learn about famous inventors and the products they invented and why.

and | * Investigate current products from primary and secondary sources. Make suggestions for improvement.
* To relate experiences to products.
* Who are the inventors of specific products?
* Comparing products and evaluating what good features are.

Including  | * To identify and learn about a range of significant designers of vehicles/food/architecture etc.
* To evaluate current products and suggest viable improvements
* To consider why products change over time due to –money, safety, opp

Food |
| Purpose/Audience and Design | * Use CP to develop
* What have you made?
* Who is it for?
* What is it made from?
* Can you tell anyone about it?
 | * Develop a clear idea of purpose and audience
* Design a product using simple sketches and explanations
* To present ideas to others using sketches and discussions
 | * Develop clear plans of designs and use sketches to communicate these
* Make suggestions of different materials that could be used
* To present ideas to others using a range of media
 | * Use design to make a product fit for purpose and for a specific audience
* Use annotated sketches and diagrams to communicate ideas
* Present ideas and designs to others using a range of media
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| Making/Technical KnowledgeCultural Understanding | * Selecting tools and materials appropriate for tasks.
* Explain choices made to construct a product based on characteristics
* Make product stronger, stiffer and more complex
* Safety and accuracy
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* Incorporate electrical systems into designs - bulbs
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| Vocabulary | TechnologyPurpose and usescolour, design, texture, form and functionsimple models and drawingsBuild structures, joiningcomponentshealthy dietcooking measuring weighing mix stir scissors hole pincheshinges, wheels and axles.saw or hammer.  | Assemble, measure, mark out, cut and shape – evaluate, purpose and audiencesawing, joining, shaping, finishingObservation, drawing and modellinglevers, cogs, wheels, sliders and axels.*scissors hole punch*sewingfood handling, hygienic practices and personal hygiene | purpose and the user/s, researchlabelled drawingsplanning and Proto-typesTo explore, develop and communicate design proposals and evaluatemeasure, mark out, cut, score assemble components accuracy, tape, pin, cut joinpulleys, wheels, axels and levers.Fabricsew - different stitches weave and knitfood hygiene | generate ideas, identify a purposeresearch appearance and function. planninglabelled drawings, cross sections and exploded diagramsdesign proposals - proto-types, ICT mock ups.measure and mark out accuratelyassemble componentspulleys, wheels, axels and levers.Bulbs, series circuits, switches, buzzers and motorspin, sew and stitch |