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| **The Woodlands Community Primary School** | | **Year 1/2** | **Topic – DT** | | **Designing a moving toy** |
| **Key Vocabulary** | **What a good one looks like? Key Knowledge and Skills** | | | | |
| |  | | --- | | **Design** – a plan or drawing of the end product.  **Stronger** – Able to withstand force, pressure or wear.  **Stiffer** – Not easily bent or changed in shape.  **Stable** – Not likely to overturn.  **Pivot –** to rotate or swing.  **Lever –** long, sturdy part that rests on a  support.  Year 1/2  **Wheel -**  Years 1/2  **Slider -** |  |  | | --- | |  | | ks1 vehicles axles and wheels | Toys topic, Toys, Victorian toys | | | **Knowledge**   * I know the ideas for my design and can explain what I am going to do. * I know how to evaluate my work against the design criteria * I can talk about my ideas, explaining what I like or dislike.   **Skills**   * I can build structures exploring how it can be made stronger. * I can use tools safely. * I can measure, mark out and cut a range of materials. * I can assemble, join and combine materials and components together. * I can think about simple finishing techniques to improve the appearance of the product. * I can develop ideas through talk and drawings – creating templates and designs. | |
| **Key knowledge** | | | | |
| KS1, Y1, Design, Technology, Lesson: How wheels move - Kapow Primary | | | | |