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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** |
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| **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 -**   |

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 | 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.
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| **Key knowledge** |
| KS1, Y1, Design, Technology, Lesson: How wheels move - Kapow Primary   |