

DT: Practical Knowledge

Reception: <i>I know how to...</i>		Autumn	Spring	Summer
 <p>Design</p>	make verbal plans and material choices			
	design a junk model			
	develop a junk model			
	use knowledge from exploration to inform design			
	discuss what a good design needs			
 <p>Make</p>	choose from available materials			
	improve fine motor/ scissor skills with a variety of materials			
	explore fine motor/ cutting skills with a variety of materials			
	join materials in a variety of ways (temporary and permanent)			
	describe their model and how they intend to put it together			
 <p>Evaluate</p>	make a design, considering material choices			
	give a verbal evaluation of their own and others' models, with adult support			
	check to see if their model matches their plan			
	consider what they would do differently if they were to do it again			
	describe their favourite and least favourite part of their model			
	make and test predictions			
 <p>Technical Knowledge</p>	reflect on finished product and compare it to their design			
	know there are a range of different materials that can be used to make a model and that they are slightly different			
	make simple suggestions to fix their model			
	to know what 'waterproof' materials are			
	know that a design is a way of planning our ideas before we start			