

# DT: Practical Knowledge

Year One: I know how to...		Autumn	Spring	Summer
 <p>Design</p>	Have clear design criteria			
	Include individual preferences and requirements in a design			
	Explain how to adapt mechanisms			
	Design a product for a given audience			
	Create clearly labelled drawings that illustrate my design			
	Design a product that moves, in different ways			
	Design packaging for a product			
	Use a template to create a design			
 <p>Make</p>	Make stable structures from card, tape and glue			
	Turn 2D nets into 3D structures			
	Follow instructions to cur and assemble			
	Make a functioning product with parts assembled to the main supporting structure			
	Explain how to adapt mechanisms to control the movement			
	Create moving models that use levers and sliders			
	Adapt mechanism as I work			
	Chop fruit and vegetables safely			
	Cut a range of materials neatly			
	Use a range of joining methods			
 <p>Evaluate</p>	Test a finished product, seeing whether it works as planned and if not, explain why and how it can be fixed			
	Review the success of a product by testing it with its intended audience			
	Test mechanisms identifying potential stoppages			
	Reflect on finished product, explaining likes and dislikes			
 <p>Technical Knowledge</p>	Know that a mechanism is the parts of an object that move together			
	Know that a slider mechanism moves an object from side to side			
	Know that bridges purposely restrict movement of the slider			
	Know that wheels need to be round to rotate and move, and must be attached to an axle			
	Know that an axle moves within an axle holder			
	Know that the frame of a vehicle (chassis) needs to be balanced			
 <p>Cooking and Nutrition</p>	Know that a blender is a machine that mixes ingredients together into a smooth liquid			
	Know that a fruit has seeds			
	Know that fruit grows on trees or vines			
	Know that vegetables can grow either above or below ground			
	Know that vegetables are any edible part of a plant			