

<b>Concepts</b>	<b>Authenticity</b>	Children should design and make products that are believable, real and meaningful to themselves i.e. not replicas or reproductions or models which do not provide opportunities for children to make design decisions with clear users and purposes in mind.
	<b>Design Decisions</b>	When designing and making, children need opportunities to make informed decisions such as selecting materials, components and techniques and deciding what form the products will take, how they will work, what task they will perform and who they are for.
	<b>Innovation</b>	When designing and making, children need some scope to be original with their thinking. Projects that encourage innovation lead to a range of design ideas and products being developed, characterised by engaging, open-ended starting points for children's learning.
	<b>Functionality</b>	Children should design and make products that function in some way to be successful. Products often combine aesthetic qualities with functional characteristics. In D&T, it is insufficient for children to design and make products which are purely aesthetic.
	<b>Purpose</b>	Children should know what the products they design and make are for. Each product should perform a clearly defined task that can be evaluated in use.
	<b>User</b>	Children should have a clear idea of who they are designing and making products for, considering their needs, wants, interests or preferences. The user could be themselves, an imaginary character, another person, client, consumer or a specific target audience.
<b>Make a bridge, using materials based on their characteristics.</b>		
<b>Design</b>	Select materials by using their knowledge of strong materials.	
<b>Make</b>	Joining materials together using methods of own choice.	
<b>Evaluate</b>	Talking about the finished product. Checking it can bear weight.	
<b>Technical Knowledge</b>	Understanding how to cut, join using glue and tape and attach pieces by punching holes.	
<b>Vocabulary</b>	Join, attach, cut, fix, strong, withhold.	
<b>Decorating biscuits.</b>		
<b>Design</b>	Children research the likes and dislikes of others and plan which flavours and decorations to add to their biscuits.	
<b>Make</b>	Children use their design plans and follow them independently.	
<b>Evaluate</b>	Talk about the process of making their biscuit, what went well?	
<b>Technical Knowledge</b>	Knowledge that the consistency of ingredients can be changed and made thicker using water or melted.	
<b>Vocabulary</b>	Design, melt, thick, combine, mix.	
<b>Healthy snack.</b>		
<b>Design</b>	Finding out which foods are healthy and which to include in the snack.	
<b>Make</b>	Children follow instructions independently.	
<b>Evaluate</b>	Talk about what you liked about the flavours and what you would change if you did it again.	
<b>Cooking and Nutrition</b>	Healthy food, diet, chopping ingredients with support.	
<b>Vocabulary</b>	Healthy, unhealthy, chop, cut, dice.	
<b>Baking bread.</b>		
<b>Design</b>	Talk about instructions and what ingredients are needed to bake bread, including yeast to make the bread rise.	

Make	Follow step by step instructions to add, mix, shape and bake with independence.
Evaluate	Talk about changes that have happened during the baking process. Taste the bread and evaluate, talking about likes and dislikes.
Cooking and Nutrition	Understanding that the consistency of the ingredients changes as they are mixed together. Understanding that once it is baked, the process cannot be reversed.
Vocabulary	Ingredients, instructions, weigh, mix, pour, knead, roll, bake, yeast, flour, oil, water, salt
	<b>Make a box for turnips to be held in.</b>
Design	Talk about the shape and size of the box and how to make it appealing for a consumer.
Make	Join materials, measure the size required, use appropriate materials.
Evaluate	Did the turnip fit inside the box, was it appealing, was it strong enough?
Cooking and Nutrition	Using measurements for a purpose, using strong materials, joining materials.
Vocabulary	Strong, shape, size, customer.
	<b>Junk modelling - transport.</b>
Design	Talk about the features of the vehicle and the shapes included, joining materials, using colours for a purpose.
Make	Join materials, name the shapes being used.
Evaluate	How happy were you with the final design, how much does the final item look like your design? How could you improve it?
Cooking and Nutrition	Joining materials, using colours for a purpose.
Vocabulary	Strong, shape, size, customer.