

Milestones



St Paschal Baylon
Catholic Primary School
Following In The Footsteps Of Christ

Strands	Year 1	Year 2	Year 3
Design	<ul style="list-style-type: none"> - Use pictures and words to convey what they want to design/make - Propose more than one idea for their product. - Use kits/reclaimed materials to develop more than one idea. - Model ideas with kits, reclaimed materials. - Select appropriate technique explaining: First...Next...Last. 	<ul style="list-style-type: none"> - Explore ideas by rearranging materials. - Select pictures to help develop ideas. - Use drawings to record ideas as they are developed. - Add notes to drawings to help explanations. - Describe their models and drawings of ideas and intentions. 	<ul style="list-style-type: none"> - Develop more than one design or adaptation of an initial design. - Plan a sequence of actions to make a product. - Record the plan by drawing using annotated sketches. - Begin to use cross-sectional and exploded diagrams.
Practice	<ul style="list-style-type: none"> - Select materials from a limited range that will meet the design criteria. - 	<ul style="list-style-type: none"> - Explain which materials they are using and why. - Describe what they need to do next. 	<ul style="list-style-type: none"> - Use prototypes to develop and share ideas. - Cut slots. - Cut internal shapes.
Make	<ul style="list-style-type: none"> - Discuss their work as it progresses. - Select and name the tools needed to work the materials. 	<ul style="list-style-type: none"> - Explain what they are making. - Name the tools they are using. 	<ul style="list-style-type: none"> - Prepare pattern pieces as templates for their design. - Select from a range of tools for cutting shaping joining and finishing.
Evaluate	<ul style="list-style-type: none"> - Explore existing products and investigate how they have been made. - Decide how existing products do/do not achieve their purpose. - Talk about their design as they develop and identify good and bad points. 	<ul style="list-style-type: none"> - Note changes made during the making process as annotation to plans/drawings. - Say what they like and do not like about items they have made and attempt to say why. - Discuss how closely their finished product meets their design criteria and how well it meets the needs of the user. 	<ul style="list-style-type: none"> - Investigate similar products to the one to be made to give starting points for a design. - Draw/sketch products to help analyse and understand how products are made. - Research needs of user. - Identify the strengths and weaknesses of their design ideas in relation to purpose/user.

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Enrichment Experiences	<ul style="list-style-type: none"> - Court Hey Park – Bug Hotel. - School Garden – growing fruit. 	<ul style="list-style-type: none"> - Croxteth Park – Animals tracing food sources. - Puppet making workshop Tate Museum. 	<ul style="list-style-type: none"> - Aldi visit - Get Set to Eat Fresh schemeST - School Garden – planting produce
Key Designers	<ul style="list-style-type: none"> - Miguel Barclay – Chef - Eden Project – bug hotel 	<ul style="list-style-type: none"> - Jean-Luc Courcoult- Giants creator - Jimmy Doherty- Chef 	<ul style="list-style-type: none"> - The Happy Pear Stephen and David Flynn- Chefs - Alan Titchmarsh- Garden Designer - Jason Ratner – Graphic Designer
Key Vocabulary	Appeal, Assembling, Construction, Cutting, Features, Equipment, Materials, Products, Purpose, Templates, Stronger, Test	Characteristics, Design Criteria, Develop, Ingredients, Mock-ups, Model, Prototypes, Textiles, Tool, Evaluate, More Stable, Suitable, Weak	Annotated sketches, Computer Aided design (CAD), Exploded diagrams, Prototype, Template, Components, Control, Mechanism, Evaluate.