Y1 Design and Technology Knowledge Can I build a Castle with a working Drawbridge Model with a moving part	Y2 Design and Technology Knowledge Can I design and make a Frame to hold a painting Can I build a shelter for an animal
Pop-up book	Can I build a boat that will float for a specified time
Y1 DT Skills	Y2 DT Skills
Explore castles in drawings, online, and in real life (explore and evaluate a range of existing 'products') Explore and use mechanisms such as levers, sliders, wheels and axles Discover other technology that operates on the same principle Use a design criteria for all designs – evaluate their work based on the design through writing and speaking With support select from a range of materials and components Practice and understand how to make structures stronger, stiffer and more stable Communicate their ideas through drawings; speaking mock ups and templates and where possible/appropriate IT Cooking and Nutrition Use the basic principles of a healthy and varied diet to prepare dishes	Explore relevant products in drawings, online and in real life. Explore and evaluate a range of existing products. Begin to identify a design criteria for all designs contribute to making a Self-select from a range of materials and components Use the knowledge about making structures stronger stiffer and more stable Use and apply their knowledge of levers, sliders, wheels and axles in products being made Communicate ideas through drawing, speaking, mock ups and templates and where possible/appropriate IT Cooking and Nutrition
Understand where food comes from	Use the basic principles of a healthy and varied diet to prepare dishes Understand where food comes from

KS1 Concepts

As designers we follow a design criteria and follow the process of: Design; Make; Evaluate
As designers we use technical skills to make structures stronger stiffer and more stable
As designers we can use our imaginations & technical skills to design and build products that solve problems or make life better