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|  | **Key Concept** | **Explanation** |
| Throughout the school | evaluate | To explore and evaluate a range of existing products. To evaluate their own ideas and products against design criteria. |
| design criteria | A list of specifications to help with the planning of the product. These should reflect the needs of the user and the purpose. As children progress through the school these will include aesthetics and sustainability. |
| product | An object that has been designed, made, and evaluated with a specific user in mind. It should be purposeful and designed to fulfil a need. |
| user | The person or persons that a product has been designed for. The user could be themselves. |
| nutrition | Eating a healthy and balanced diet. Food and drink provide the energy and nutrients needed to be healthy. |
| Key Stage Two | innovation | The process of making something new or doing something in a new way.  Innovation must include the concept of improvement; to ***innovate*** is not just to do something differently, but to do or make something better. |
| iterative process | Iterative design is a method based on a cyclic process of prototyping, testing, evaluating and refining. Making changes and refinements to the original plan should be an ongoing process as opposed to just evaluating a final product. |

In design and technology, key concepts taught in previous key stages are revisited and built upon.

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|  | Unit of Work | Key Vocabulary |
| Key Stage  One | **Food Technology**: fruit smoothie | fruit names, names of equipment and utensils, sensory vocabulary, ingredients, apron |
| **Mechanisms**  **(sliders and levers):**  moving picture | slider, lever, pivot, slot, bridge/guide, masking tape, paper fastener, join, pull, push, straight, curve, forwards |
| **Food Technology:** vegetable salad | vegetable names, names of equipment and utensils, sensory vocabulary, healthy diet, choosing, ingredients |
| **Free Standing Structure:** Bridge | join, fix, structure, tower, framework, base, top, underneath, side, edge, surface, names of shapes, function |
| Lower Key  Stage Two | **Food Technology:**  Winter Soup | name of products, names of equipment, sensory vocabulary, utensils, ingredients, hygienic, edible, reared, processed, seasonal, harvested, healthy/varied diet |
| **Textiles:**  Juggling balls | fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, stiffening, templates, stitch, seam, seam allowance, pattern pieces |
| **Food Technology:** Couscous | name of products, names of equipment, sensory vocabulary, utensils, ingredients, hygienic, edible, reared, processed, seasonal, harvested, healthy/varied diet |
| **Shell Structure with simple electrical system:** Night light | names of shell structures, names of 3-D shapes, marking out, scoring, adhesives, assemble, accuracy, material, corrugating, ribbing  series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, control, program, system, input device, output device |
| Upper Key  Stage Two | **Food Technology:** Bread | Names of products, names of ingredients, nutrition, allergens, intolerance, seasonality, utensils, combine, knead, rubbing in |
| **Textiles:**  Reusable Bag | name of textiles and fastenings used, names of stitches, seam, seam allowance, wadding, hem, template, pattern pieces, fastenings, computer-aided markups, computer-aided design |
| **Food Technology:**  Pizza | Names of products, names of ingredients, nutrition, allergens, intolerance, seasonality, utensils |
| **Mechanisms**  **(Pulleys or gears):**  Moving car using complex switches and circuits | pulley, drive belt, gear, rotation, spindle, driver, ratio, transmit, axle, motor, circuit, switch, circuit diagram, input, process, output, series circuit, parallel circuit, names of switches and components, system, monitor, control, program |