

End Points for Design Technology Year 1/2

	Year 1	Year 2
Mechanisms	<p>Sliders and levers</p> <ul style="list-style-type: none"> • Explore and use sliders and levers. • Understand that different mechanisms produce different types of movement. • Know and use technical vocabulary relevant to the project. 	<p>Wheels and axles</p> <ul style="list-style-type: none"> • Explore and use wheels, axles and axle holders. • Distinguish between fixed and freely moving axels. • Know and use technical vocabulary relevant to the project.
Structures	<p>Freestanding structures</p> <ul style="list-style-type: none"> • Know how to make freestanding structures stronger, stiffer and more stable. • Know and use technical vocabulary relevant to the project. 	
Food	<p>Preparing Fruit and Vegetables</p> <ul style="list-style-type: none"> • Understand where a range of fruit and vegetables come from eg farmed or grown at home. • Understand and use basic principles of a healthy and varied diet to prepare dishes. • Know and use technical and sensory vocabulary relevant to the project. 	<p>Preparing Fruit and Vegetables</p> <ul style="list-style-type: none"> • Understand how fruit and vegetables are part of the <i>Eatwell plate</i>. • Know how to use utensils safely such as the bridge technique for cutting safely. • Know and use technical vocabulary relevant to the project.
Textiles		<p>Templates and joining techniques</p> <ul style="list-style-type: none"> • Understand how simple 3-D textile products are mad using a template to create two identical shapes. • Understand how to join fabrics using different techniques such as running stich, glue, over stich and stapling. <p>Explore different finishing techniques eg painting, fabric crayons, stitching, sequins, buttons and ribbons.</p> <ul style="list-style-type: none"> • Know and use technical vocabulary relevant to the project.