**Puddletown First School**

**KS1 Design and Technology – Achieving Mastery**

At Puddletown First School we understand the National Curriculum to be a mastery curriculum. We believe to show mastery of the Geography curriculum children need to be able to demonstrate key skills or concepts independently. The principle behind achieving mastery in the children being able to demonstrate an ability *‘to think like a designer’*

**Curriculum intent:**

* Through creative and practical activities understand the process of designing and making
* To be able to develop, amend and improve their ideas and product

In addition mastery is the achievement of these skills and concepts

**Cooking and nutrition**

* Understand where food comes from
* To use the basic principles of a balanced diet to prepare dishes

**Design**

* To be able to understand the design criteria/brief
* To generate ideas that they can communicate through discussion, drawing, mock ups etc

**Make**

* Select and use a range of tools
* Select and use appropriate materials according to their characteristics

**Evaluate**

* Explore and evaluate a range of existing products
* Use the design criteria/brief to evaluate their own products

**Technical Knowledge**

* To be able to build a structure and know how to make it stronger and more stable
* Use and explore mechanisms in their products

**Key vocabulary**