Subject: Technology	Year group: Year 1	Topic: Use of Materials - animal	Initiation & activation
Prior knowledge required: Children sa experimenting with colour, design, tex	fely use and explore a variety of materials, tools and techniques, xture, form and function.	Vocabulary:	activities:
Programme of Study Years 1 and 2	Implementation:	Impact –lesson sequence:	Evaluations and assessments:
When designing and making, pupils should be taught to: Design • design purposeful, functional, appealing products for themselves and other users based on design criteria • generate, develop, model and communicate their ideas through talking, drawing, templates, mockups and, where appropriate, information and communication technology Make • select from and use a range of tools and equipment to perform practical tasks, (or example, cutting, shaping, joining and finishing) • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate	Use of materials		

 explore and evaluate a 		
range of existing products		
 evaluate their ideas and 		
products against design		
criteria		
Technical knowledge		
 build structures, exploring 		
how they can be made		
stronger, stiffer and more		
stable		
 explore and use 		
mechanisms, (for example		
levers, sliders, wheels and		
axles), in their products.		
Food technology		
 use the basic principles of 		
a healthy and varied diet to		
prepare dishes		
 understand where food 		
comes from.		