

Subject: Technology	Year group: Year 1	Topic: Mechanisms – school fair	Initiation & activation activities:
Prior knowledge required: Children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.		Vocabulary:	
Programme of Study Years 1 and 2	Implementation:	Impact –lesson sequence:	Evaluations and assessments:
<p>When designing and making, pupils should be taught to:</p> <p>Design</p> <ul style="list-style-type: none"> 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, mock-ups and, where appropriate, information and communication technology <p>Make</p> <ul style="list-style-type: none"> 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 <p>Evaluate</p> <ul style="list-style-type: none"> explore and evaluate a range of existing products evaluate their ideas and 	<p>Mechanisms</p> <ul style="list-style-type: none"> Can they make a product which moves? Can they cut materials using scissors? Can they describe the materials using different words? Can they say why they have chosen moving parts? <p>Developing, planning and communicating ideas</p> <ul style="list-style-type: none"> Can they think of some ideas of their own? Can they explain what they want to do? Can they use pictures and words to plan? <p>Working with tools, equipment, materials and components to make quality products</p> <ul style="list-style-type: none"> Can they explain what they are making? Can they explain which tools are they using? <p>Evaluating processes and products</p> <ul style="list-style-type: none"> Can they describe how something works? Can they talk about their own work and things that other people have done? 		

<p>products against design criteria</p> <p>Technical knowledge</p> <ul style="list-style-type: none">• 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. <p>Food technology</p> <ul style="list-style-type: none">• use the basic principles of a healthy and varied diet to prepare dishes• understand where food comes from.			
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