

# DT—Year 1—Toys

## Design Brief

To make a swing, climbing frame or chair for a teddy bear.



## Vocabulary

structure	card	user
freestanding	masking tape	purpose
strengthen	paper fastener	ideas
base	join	design criteria
frame	design	product
shape	make	function
material	evaluate	

## Design Process

### Research

Look at a product to see how it has been made.

### Skills

Practise and learn new skills to make the final product.

### Design

Design the product using knowledge from research and skills learned.

### Make

Make the final product using skills learned.

### Evaluate

Evaluate the final product.

## FS Design Skills

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively sharing ideas, resources and skills.
- Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons.

## Year 1 Design Skills

- Explain what they are making and which materials they are using.
- Design products that have a clear purpose.
- Use pictures and words to convey what they want to make.
- Make products, using a range of tools to cut, shape, join and finish.
- Say what they like and don't like about their product.
- Talk about how closely their finished product meets their design criteria.
- Begin to use software to represent 2D designs.
- Explore objects and designs to identify likes and dislikes.
- Explore how products have been created.

## Mechanical Systems Skills

- Explore how to make structures stronger.
- Test different methods of enabling structures to remain stable.

