



## Stocksbridge Nursery Infant school

### Key Concepts

## **DT**

### Design

- Design products that have a clear purpose and an intended user.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

### Make

- Choose correct tools and techniques.
- Choose from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

### Evaluate

- Explore and evaluate a range of existing products
- Reflect on what went well and what could be improved in the future.
- Explain and evaluate art work using subject specific vocabulary

### 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.