Newport Infant School— Design Technology

Topic: Environmental friendly bag | **Key Stage 1 Year 2** | **Strand: Design & Make Products that solve real life problems**

What should I already know?

- Names of everyday materials and their characteristics.
- How to join materials using a specific join.
- When evaluating we say what went well and what did not.

What I will know by the end of the unit

Design	• How to set my own design criteria in order to solve a real life problem (reusable bag) • Generate and communicate ideas through talking, drawing and information. • How to design a purposeful, functional and appealing reusable bag based on design criteria.
Make / Investigate	• How to select and use a range of materials and components to may a suitable bag. • How to select and use the tools/equipment I need to cut, shape, join and finish my bag.
Evaluate	• How a reusable bag is different to other bags. • What makes a good reusable bag. • If the product is successful because it meetis the design criteria • If the material/join they chose was the most suitable. • Say what they could do to make their product more successful
Technical Knowledge	• A reusable bag needs to be strong, and waterproof • A reusable bag needs to be joined all over apart from the opening or otherwise things will fall out. • A reusable bag needs strong handles that are securely joined.









Vocabulary

design	A plan or drawing to show how the product will look and the parts making up the product
design criteria	A set of goals that the design must meet to be a success.
evaluate	Explore and think about the good / poor points of a product and use this to plan future ideas / plans
product	Something that has been made.
purposeful	Something that has a definite aim.
appealing	To be liked by someone.
everyday material	Materials that you may find at home.
reusable	An object that can be used again without destroying it.
secure	When something is strong enough to ensure it is safe.

Key Skills

- Develop my design through talking, drawing and information.
- Design a purposeful, function product that solves a real life problem.
- Make a product based upon a design criteria.
- Explore and evaluate existing products.
- Evaluate my own ideas against my design