## Year 1 Moving Levers

	Key Objectives	Start of unit	End of unit
Design	Can I tell someone what I plan to do?	0.1 0.11110	<u> </u>
	Can I design a product that moves using labels? (i.e. moving astronaut on a drawing)		
Functionality & Technology	Can I make a simple lever <u>and</u> sliding mechanism to create movement?		
Technology	to create movement:		
	Can I name the pivot and the lever?		
Nutrition			
Evaluate	Can I talk about my final design telling others why		
***	I chosen the lever design?		
	i.e. I used this lever because it made my		
	picture move. I found cutting out the		
	pictures hard.		

## Year 1 Structures - Playgrounds

	Key Objectives	Start of unit	End of unit
Design	Can I explain what a design is? (using the concept definition)		
	Can I look at current products and identify strengths and weaknesses?		
	Can I draw pictures with labels to tell others about my design?		
Functionality &	Can I shape, assemble and join and combine card		
Technology	in a variety of ways? (slot, tab, Flange, Brass fasteners/pivot – combine using masking tape or glue)		
Nutrition			
Evaluate	Can I talk about my final design telling others why		
***	I used the ingredients I have?		
	i.e. I used this way of joining because it made my product have more strength.		

## Year 1 Nutrition Fruit Kebabs

	Key Objectives	Start of unit	End of unit
Design	Can I explain what a design is? (using the concept definitions)		
Functionality & Technology	Can I use the computer to plan my ideas?		
Nutrition	I know different grips needed for cutting (claw, bridge)  Can I explain the importance of basic hygiene? (i.e. when handling food-washing hands, hair tied back, wearing an apron)		
Evaluate  ***	Can I talk about my final design telling others why I used the ingredients I have?  i.e. I used watermelon because it was the most popular fruit and it was eye catching for the intended user		