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|  | **Key Concept** | **Explanation** |
| **Key Stage**  **One** | design | A plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is made. |
| evaluate | To explore and evaluate a range of existing products. To evaluate their own ideas and products against design criteria. |
| design criteria | A list of specifications to help with the planning of the product. These should reflect the needs of the user and the product. |
| product | An object that has been designed, made, and evaluated with a specific user in mind. It should be purposeful and designed to fulfil a need. |
| user | The person or persons that a product has been designed for. The user could be themselves. |
| mock-up | A model or template of a product |
| nutrition | The study of nutrients in food, how the body uses them, and the relationship between diet, health, and disease. |
| **Lower Key Stage Two** | innovation | The process of making something new or doing something in a new way.  Innovation must include the concept of improvement; to ***innovate*** is not just to do something differently, but to do or make something better. |
| functionality | Ensuring that the products that are designed can be used by a user. |
| aesthetic | To know that products should be appealing to the user. |
| prototypes | The first version of a product from which other ideas are evaluated and then refined. |
| iterative process | Iterative design is a design method based on a cyclic process of prototyping, testing, analysing, and refining a product or process. The changes and refinements to the original plan are made based on the results of this testing. |
| **Upper Key Stage Two** | exploded diagram | A diagram that shows how a product can be assembled and how separate parts can fit together. It shows components that may be hidden in a 2D drawing. |
| sustainability | The ability to design innovative, authentic products with finite resources |

Below is an overview of the key concepts and vocabulary taught in design and technology throughout the school. These are revisited and built upon throughout children’s time at Mayespark.

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|  | **Unit of Work** | **Key Vocabulary** |
| **Key Stage**  **One** | **Food Technology** | fruit names, names of equipment and utensils, sensory vocabulary, ingredients, apron |
| **Mechanisms**  **(sliders and levers)** | slider, lever, pivot, slot, bridge/guide, masking tape, paper fastener, join, pull, push, straight, curve, forwards |
| **Food Technology** | vegetable names, names of equipment and utensils, sensory vocabulary, healthy diet, choosing, ingredients |
| **Free Standing Structure** | join, fix, structure, tower, framework, base, top, underneath, side, edge, surface, names of shapes, function |
| **Lower Key**  **Stage Two** | **Food Technology** | name of products, names of equipment, sensory vocabulary, utensils, ingredients, hygienic, edible, reared, processed, seasonal, harvested, healthy/varied diet |
| **Textiles** | fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, stiffening, templates, stitch, seam, seam allowance, pattern pieces |
| **Food Technology** | name of products, names of equipment, sensory vocabulary, utensils, ingredients, hygienic, edible, reared, processed, seasonal, harvested, healthy/varied diet |
| **Shell Structure with simple electrical system** | names of shell structures, names of 3-D shapes, marking out, scoring, adhesives, assemble, accuracy, material, corrugating, ribbing  series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, control, program, system, input device, output device |
| **Upper Key**  **Stage Two** | **Food Technology** | Names of products, names of ingredients, nutrition, allergens, intolerance, seasonality, utensils, combine, knead, rubbing in |
| **Textiles** | name of textiles and fastenings used, names of stitches, seam, seam allowance, wadding, hem, template, pattern pieces, fastenings, computer-aided markups, computer-aided design |
| **Food Technology** | Names of products, names of ingredients, nutrition, allergens, intolerance, seasonality, utensils |
| **Mechanisms**  **(Pulleys or gears)** | pulley, drive belt, gear, rotation, spindle, driver, ratio, transmit, axle, motor, circuit, switch, circuit diagram, input, process, output, series circuit, parallel circuit, names of switches and components, system, monitor, control, program |