

Year 1 – Design & Technology - Knowledge Organiser

Food - Fruit and vegetables

Blender	A machine that mixes ingredients together into a smooth liquid.
Carton	A container made out of card which holds liquid products such as milk and orange juice.
Fruit	The part of a plant that contains seeds.
Healthy	When everything in your body and head feels good.
Ingredients	Items that make up a mixture, for example, foods that make a recipe.
Peel	The tough skin around certain fruits and vegetables, such as oranges.
Peeler	A tool which helps you to remove the tough skin off fruits and vegetables.
Recipe	A set of instructions for making or preparing a food item or dish.
Slice (verb)	To cut pieces off something with a knife.
Smoothie	A combination of fruits and vegetables blended together to make a smooth drink.
Stencil	A shape which you can draw around.
Template	A stencil which you use to help you draw a shape more easily on to different materials.
Vegetable	Parts of plants that can be eaten by people as food. The parts may be the leaves, roots or stem. Vegetables do not contain any seeds

Key facts

Fruits	Vegetables
	
Apples	Potatoes
	
Oranges	Broccoli
	
Strawberries	Onions
	
Bananas	Carrots



You should try to eat five portions of fruit and vegetables every day!

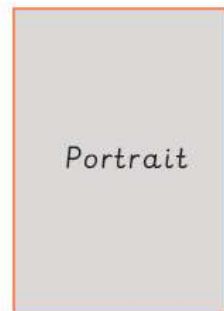
Mechanisms - Making a moving story book

Assemble	To fix all parts together.
Design	To make, draw or write plans for something.
Design criteria	A set of rules to help you with your ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Mechanism	A system of parts working together.
Model	A practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work.
Sliders	Something that can move from side to side or up and down.
Stencil	A shape which you can draw around.
Target audience	A person or particular group of people at whom a product is aimed.
Template	A stencil which you use to help you draw a shape more easily on to different materials.
Test	To find out whether something works as it should.

Page orientation. Which way around is your page?



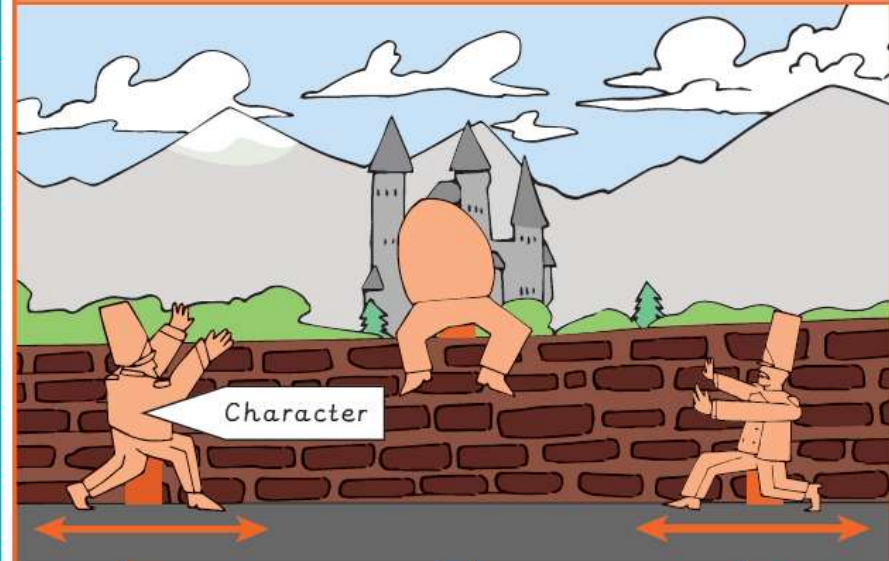
Landscape



Portrait

Key facts

Moving story books allow you to move characters across different backgrounds.



Slider

Remember the key words for describing movement!



Up



Down



Left



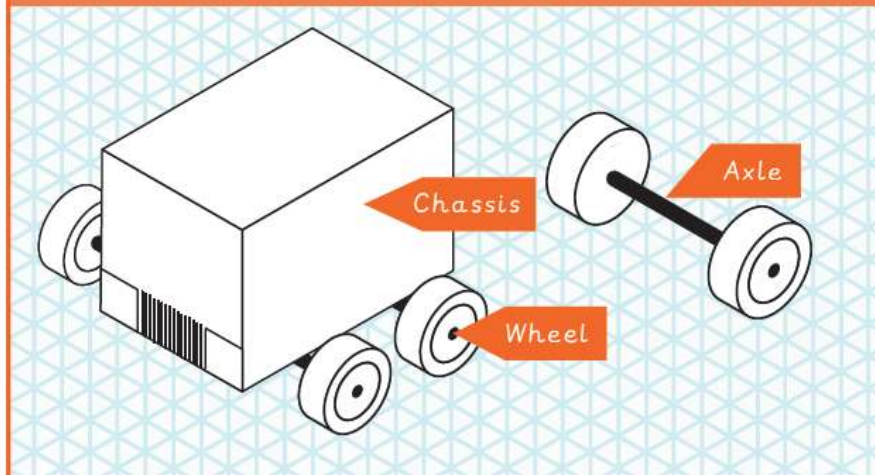
Right

Mechanisms - Wheels and axles

Accurate	Neat, correct shape, size and pattern with no mistakes.
Axle	A long straight rod which connects to a rotating part (e.g. the wheels of a car).
Axle holder	The part of a mechanism which holds the axle steady.
Chassis	The body of a car.
Design	To make, draw or write plans for something.
Fix	To mend something so that it will work properly again.
Mechanic	A person who can build or mend vehicles or other machines.
Mechanism	Parts of an object that move together to make something work.
Model	A practise version that lets you test out your idea and see how it will look and work.
Test	To find out whether something works as it should.
Wheel	A circular object that turns round. It can be fixed to a vehicle like a car or bicycle to allow the vehicle to move easily over the ground.

Key facts

How do wheels move?
The wheels need to be round and balance the body of the vehicle.



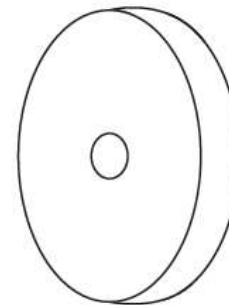
The wheels need to be attached to an axle.
The axle needs to fit inside the axle holder but must not be attached to the axle holder otherwise the wheels will not turn properly.

Wheels are on many objects, not just vehicles.
Have you seen any of these?

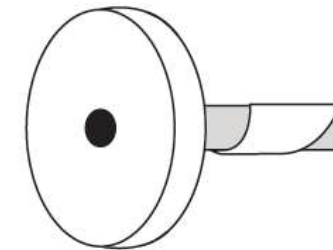


Wheel

Axle



Axle holder



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Structures - Constructing a windmill

Client	The person who you are designing something for.
Design	To make, draw or write plans for something.
Design criteria	A set of rules to help you with your ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Net	A flat 2D shape, that can become a 3D shape once assembled.
Stable	Object does not easily topple over.
Strong	It doesn't break easily.
Structure	Something that has been made and put together. For example, a building, bridge, chair, table.
Test	To find out whether something works as it should.
Weak	It breaks easily.
Windmill	A structure with sails that are moved by wind.
Windmill axle	The point from which the turbine or sails move.
Windmill structure	The part that makes the windmill stand up.
Windmill turbine	The parts that move in the wind.

There are lots of different types of windmill around Britain.

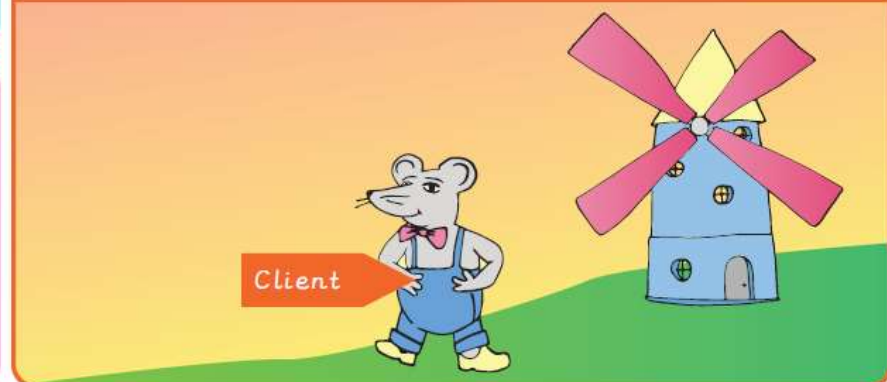
Have you seen any of these before?

Key facts

The three main parts of a windmill:



Remember to think about what your client, the mouse, will like! He will be living in the windmill and will need to be happy.



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Textiles - Puppets

Decorate	To add details to a design to improve its appearance.
Design	To make, draw or write plans for something.
Fabric	A natural or man-made woven or knitted material that is made from plant fibres, animal fur or synthetic material.
Glue	A sticky liquid that can join two things together.
Model	A practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work.
Hand puppet	A toy that you can make move by putting your hand inside it
Safety pin	A 'U' shaped pin with a cap where the needle slots in securely after fastening.
Stencil	A shape that you can draw around.
Technique	A way of doing something to complete a task.
Template	A stencil which you use to help you draw a shape more easily on to different materials.

Did you know?

Puppets were first invented over 3,000 years ago in Egypt.

They were made out of clay.



Key facts

You will use a variety of techniques to create your puppet including cutting, gluing, stapling and pinning.



What colour fabric will you choose for your puppet?
 What colour hair will your puppet have?
 What kind of eyes, nose and ears will your puppet have?

