



Y1 Thinking like a Designer

Pull Along Toys

Key Knowledge:

Pupils who are **secure** will be able to:

- Choose and use the most suitable tool for cutting out different shapes accurately.
- Test and compare wheels of different shapes, thicknesses and smoothness.
- Estimate the middle of a circle.
- Design, draw and label a product that uses a simple mechanism.
- Identify the needs of the user.
- Make and finish a simple pull-along toy.

Evaluate a product against simple design criteria and provide feedback.

Learning Questions

Can I develop cutting skills by shaping wheels?

Can I refine cutting skills by shaping round wheels?

Can I evaluate by comparing and discussing different wheel designs?

Can I create a design by drawing plans for a pull-along toy?

Can I apply finishing techniques by decorating a pull-along toy?



Vocabulary

Axle
Axle Holder
Better
Careful
Choose
Compare
Design
Dislike
Like
Mechanism
Movement
Product
Straight line
Tool

