for Design and Technology



	Desi	gn- D	evelo	ping a	plan
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	Draw on their own experience to help generate ideas
Year 1	Start to look at given examples to inform their designs
	Model their ideas on paper or card
Year 2	Generate ideas by drawing on their own and other people's experiences
	Develop their design ideas through discussion, observation, drawing and modelling
	 Identify a purpose and target group for what they intend to design and make
	Develop their design ideas by looking at given examples
	Make simple drawings and label parts
	Generate ideas for an item, considering its purpose and
	the user/s
	Identify a purpose and
	establish criteria for a successful product, perhaps through discussion
Year 3	Begin to plan the order of their work before starting
	Explore, develop and communicate design proposals by modelling ideas
	Develop their design ideas by finding other examples to look at
	Make drawings with labels when designing
	Generate ideas by considering the context and purpose, and by researching other examples, to support their design
Year 4	Develop a clear idea of what has to be done, planning how to use materials and equipment
	Make labelled drawings from different views showing specific features
Veer F	Begin to draw up a design specification
	Plan the design process (i.e. the order and method for their project)
Year 5	Use results of investigations, information sources, including ICT when developing design ideas
	Start to make decisions about which viewpoints to draw from in order to show specific features
	Independently develop a design specification
Year 6	 Plan the order of their work, choosing appropriate materials, tools and techniques
real 6	 Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways
	 Independently make decisions about which viewpoints to draw from in order to show specific features





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Make/Technical knowledge- Working with equipment and materials

Year 1	 With help mark out, measure, cut and shape a range of materials
	 Use equipment safely e.g. scissors, hole punch, tape, glue
Year 2	 Mark out, measure, cut and score materials (including fabric) with some accuracy, e.g. to the nearest 10cm
	Use tools safely: e.g. needle, hacksaw and vice
	Use correct vocabulary to name and describe tools
	Use basic sewing techniques
	· ·
	Follow advice to improve the appearance of their product
	Use tools safely: e.g. clamp, sandpaper, hammer, nails, hand drill, saw
Year 3	
rear 3	Begin to explain why particular tools are used
	Choose and use appropriate finishing techniques
Year 4	 Use tools safely: e.g. clamp, sandpaper, hammer, nails, hand drill, saw
	Select specific tools and explain why they are more appropriate
	Sew using a range of different stitches/weaves
	 Use finishing techniques to strengthen their product and improve its appearance, giving reasons for their choices
Year 5	 Measure, cut, shape and join a range of materials to a high level of precision, e.g. to the nearest mm
	Use tools safely: e.g. pliers, cutters
V	Measure, cut, shape and join a range of materials to a high level of precision, e.g. to the nearest mm
Year 6	Use tools safely: e.g. glue gun, pliers, cutters





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Evaluate- Evaluating products

Year 1	Evaluate during and after the making process by making simple comments about strengths and weaknesses	
Year 2	 Evaluate during and after the making process by referring back to their original ideas and purpose Evaluate after the making process by talking about strengths and weaknesses, likes and dislikes Record their evaluations using simple drawings 	
Year 3	 Evaluate during the making process by referring back to their design criteria, research and prototypes Ask questions of others, and start to think about altering their approach where appropriate Offer constructive criticism of their peers' products Record their evaluations using drawings and text 	
Year 4	 Show willingness to alter their approach based on their own and others' evaluations during the making process, perhaps disassembling and starting again Record their evaluations using a range of equipment and ICT 	
Year 5	Evaluate their products by carrying out appropriate tests	
Year 6	Evaluate their products by carrying out appropriate tests	





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Working with food

Year 1	Use tools safely
	Can explain basic kitchen safety rules (e.g. putting knives down, carrying equipment safely)
	Use tools safely
Year 2	• Following instructions about basic food handling and hygiene, and kitchen safety, e.g. hazards relating to the use of ovens
	Follow advice to improve the appearance of their product
	Use tools safely
Year 3	Explain the reasons for food hygiene procedures
	Choose and use appropriate finishing techniques
Year 4	Use tools safely
	Help to weigh and measure ingredients
	Use finishing techniques to improve appearance and taste, giving reasons for their choices
Year 5	Use tools safely
	Weigh and measure ingredients
	 Use finishing techniques to improve appearance and taste, giving reasons for their choices
Year 6	Use tools safely
	Weigh and measure ingredients
	Select and use appropriate ingredients for a healthy dish
	 Use finishing techniques to improve appearance and taste, giving reasons for their choices





