

Progression of Knowledge & Skills in D&T

	Design	Make	Evaluate	Technical Knowledge	Cooking & Nutrition
Year 1	<p>Use pictures & words to convey what they want to design</p> <p>Explore ideas by rearranging materials</p> <p>Select pictures to help develop ideas</p> <p>Use mock-ups Eg: Recycled material trial models to try out their ideas</p>	<p>Select materials from a limited range</p> <p>Explain what they are thinking</p> <p>Name the tools they are using</p>	<p>Explore existing products & investigate how they have been made – including teacher-made examples</p> <p>Talk about their design as they develop & identify good & bad points</p> <p>Say what they like & do not like about items they have made & attempt to say why</p>	<p>Start to use technical vocabulary</p> <p>Cut out shapes which have been created by drawing round a template</p> <p>Join materials in a variety of ways</p> <p>Decorate using a variety of techniques</p> <p>Know some ways of making structures stronger</p> <p>Show how to stiffen some materials</p> <p>Know how to make a simple structure more stable</p> <p>Attach wheels to a chassis using an axle</p> <p>Know some different ways of making things move in a 2-D plane</p>	<p>Group familiar food products Eg: fruit & Veg</p> <p>Cut & chop a range of ingredients</p> <p>Work safely & hygienically</p> <p>Know about the need for a variety of foods in a diet</p>
Year 2	<p>Propose more than 1 idea for their product</p> <p>Use Computing to communicate ideas</p> <p>Use drawings to record ideas as they are developed</p> <p>Add notes to drawings to help explanations</p>	<p>Discuss their work as it progresses</p> <p>Select & name the tools needed to work the materials</p> <p>Explain which materials they are using & why</p>	<p>Decide how existing products do/do not achieve their purpose</p> <p>Discuss how closely their finished product meets their own design criteria</p>	<p>Cut, peel, grate & chop a range of ingredients</p> <p>Work safely & hygienically</p> <p>Know about the EatWell Plate</p> <p>Understand where food comes from</p>	

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Year 3	<p>Develop more than 1 design or adaptation of an initial design Plan a sequence of actions to make a product Think ahead about the order of their work & decide upon tools & materials Propose realistic suggestions as to how they can achieve their design ideas</p>	<p>Select from a range of tools for cutting, shaping, joining & finishing Use tools with accuracy Select from materials according to their functional properties Use appropriate techniques</p>	<p>Investigate similar products to the one to be made to give starting points for a design Research needs of user Decide which design idea to develop Consider & explain how the finished product could be improved Discuss how well the finished product meets the user's design criteria</p> <p>Investigate key events & individuals in D&T</p>	<p>Use an increasingly appropriate technical vocabulary for tools, materials & their properties Understand seam allowance (textiles) Prototype a product Strengthen frames with diagonal struts – Jinx Measure & mark square section, strip & dowel accurately to 1cm Incorporate a circuit into a model Use electrical systems such as switches, bulbs & buzzers Use IT to control products Use linkage to make movement larger or more varied</p>	<p>Make healthy eating choices – use the EatWell plate Understand seasonality Know where & how ingredients are reared & caught Prepare & cook using different cooking techniques</p>
Year 4	<p>Record the plan by drawing using annotated sketches Use prototypes to develop & share ideas Consider aesthetic qualities of materials chosen</p>	<p>Prepare pattern pieces as templates for their design Select from techniques for different parts of the process</p>	<p>Draw/sketch existing products in order to analyse & understand how products are made Identify the strengths & weaknesses of their design ideas in relation to the purpose or user Consider & explain how the finished product could be improved Investigate key events & individuals in D&T</p>		

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Year 5	<p>Record ideas using annotated diagrams</p> <p>Use models, kits & drawings to help formulate design ideas</p> <p>Sketch & model alternative ideas</p> <p>Decide which design ideas to develop</p>	<p>Develop 1 idea in depth</p> <p>Select from & use a wide range of tools</p> <p>Cut accurately & safely to a marked line</p> <p>Select from & use a wide range of materials</p>	<p>Research & evaluate existing products</p> <p>Consider user & purpose</p> <p>Consider & explain how the finished product could be improved related to design criteria</p> <p>Investigate key events & individuals in D&T</p>	<p>Use the correct vocabulary appropriate to the project</p> <p>Join materials using appropriate methods</p> <p>Create textile products using pattern pieces</p> <p>Understand pattern layout with textiles</p>	<p>Join & combine a widening range of ingredients</p> <p>Select & prepare food for a particular purpose</p> <p>Know where & how ingredients are grown & processed</p>
Year 6	<p>Plan the sequence of work</p> <p>Devise step by step plans which can be read/followed by someone else</p> <p>Use exploded diagrams & cross-sectional diagrams to communicate ideas</p>	<p>Make prototypes</p> <p>Use researched information to inform decisions</p> <p>Produce detailed lists of ingredients, components, materials & tools</p> <p>Refine their product – review & rework to improve</p>	<p>Identify the strengths & weaknesses of their design ideas</p> <p>Report using correct technical vocabulary</p> <p>Discuss how well the finished product meets the design criteria having tested on or discussed outcomes with the user</p> <p>Understand how key people have influenced design in a variety of contexts</p> <p>Investigate key events & individuals in D&T</p>	<p>Cut strip wood, dowel & square section wood accurately to 1mm</p> <p>Build frameworks to support mechanisms</p> <p>Stiffen & reinforce complex structures</p> <p>Use mechanical systems such as cams, pulleys & gears</p> <p>Use electrical systems such as motors & switches</p> <p>Program, monitor & control using IT</p>	<p>Understand & apply the principles of a healthy & varied diet</p> <p>Choose ingredients to support healthy eating choices when designing their food products</p> <p>Prepare & cook a variety of mostly savoury dishes using a range of cooking techniques</p>