



**Design and technology:
Progression of Skills, Knowledge and Understanding**



YEAR	Developing, planning and communicating ideas.	Working with tools, equipment, materials and components to make quality products (including food)	Evaluating processes and products
4	<ul style="list-style-type: none"> Generate ideas, considering the purposes for which they are designing Make labelled drawings from different views showing specific features Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail Evaluate products and identify criteria that can be used for their own designs Apply basic principles of healthy & varied diet and seasonality to food design & preparation 	<ul style="list-style-type: none"> Select appropriate tools and techniques for making their product Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques Join and combine materials and components accurately in temporary and permanent ways Use thread or wool to knit, weave or sew using some different stitches. Measure, tape or pin, cut and join fabric with some accuracy 	<ul style="list-style-type: none"> Evaluate their work both during and at the end of the assignment Evaluate their products carrying out appropriate tests
3	<ul style="list-style-type: none"> Generate ideas for an item, considering its purpose and the user/s Identify a purpose and establish criteria for a successful product. Plan the order of their work before starting Explore, develop and communicate design proposals by modelling ideas Make drawings with labels when designing Apply basic principles of healthy & varied diet and seasonality to food design & preparation 	<ul style="list-style-type: none"> Select tools and techniques for making their product, explaining reason for choice Measure, mark out, cut, score and assemble components with more accuracy Work safely and accurately with a range of simple tools Think about their ideas as they make progress and be willing to change things if this helps them improve their work Measure, tape or pin, cut and join fabric with some accuracy Demonstrate hygienic food preparation and storage Use finishing techniques to strengthen and improve the appearance of their product using a range of equipment including ICT 	<ul style="list-style-type: none"> Evaluate their product against original design criteria e.g. how well it meets its intended purpose Disassemble and evaluate familiar products
2	<ul style="list-style-type: none"> Generate ideas by drawing on their own and other people's experiences Research familiar products via disassembling, comparing and evaluating Develop their design ideas through discussion, observation, drawing and modelling Identify a purpose & target group for what they intend to design and make Identify simple design criteria Make simple drawings and label parts Apply basic principles of healthy & varied diet to food design & preparation 	<ul style="list-style-type: none"> Select appropriate tools, materials, ingredients & processes, using vocab' to name and describe them Measure and cut with some accuracy Use hand tools safely and appropriately Assemble, join and combine materials in order to make a product Cut, shape and join fabric to make a simple product. Use basic sewing techniques Follow safe procedures for food safety and hygiene Choose and use appropriate finishing techniques 	<ul style="list-style-type: none"> Evaluate against their design criteria. Evaluate their products as they are developed, identifying strengths and possible changes they might make Talk about their ideas, saying what they like and dislike about them
1	<ul style="list-style-type: none"> Draw on their own experience to help generate ideas Suggest ideas and explain what they are going to do Identify a target group for their design and creations. Model their ideas in card and paper Develop their design ideas applying findings from their earlier research Research familiar products via disassembling, comparing and evaluating. 	<ul style="list-style-type: none"> Make their design using appropriate techniques With help measure, mark out, cut and shape a range of materials Use tools e.g. scissors and a hole punch safely Assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape Begin to select and use appropriate fruit and vegetables, processes and tools Use basic food handling, hygienic practices and personal hygiene Use simple finishing techniques to improve the appearance of their product 	<ul style="list-style-type: none"> Evaluate their product by discussing how well it works in relation to the purpose Evaluate their products as they are developed, identifying strengths and possible changes they might make Evaluate their product by asking questions about what they have made and how they have gone about it

R	Being Imaginative: <ul style="list-style-type: none">• They use what they have learnt about media and materials in original ways, thinking about uses and purposes.• They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.	Moving and Handling: <ul style="list-style-type: none">• To handle equipment and tools effectively, including pencils for writing. Exploring and Using Media and Materials: <ul style="list-style-type: none">• To safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	
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