



## Temple Herdewkye Primary School - Design and Technology Progression of Skills and Knowledge

	30-50 Months	40-60 Months	ELG	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Developing, planning and communicating ideas.</b>	To show an interest in technological toys with knobs or pulleys, or real objects	To construct with a purpose in mind, using a variety of resources.	To explore a variety of techniques experimenting with design.	Draw on their own experience to help generate ideas. Suggest ideas and explain what they are going to do. Identify a target group for what they intend to design and make. Model their ideas in card and paper. Develop their design ideas applying findings from their earlier research	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 for what they intend to design and make. Identify simple design criteria. 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. Plan the order of their work before starting. Explore, develop and communicate design proposals by modelling ideas. Make drawings with labels when designing.	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.	Generate ideas through brainstorming and identify a purpose for their product. Draw up a specification for their design. 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. Use results of investigations, information sources, including ICT when developing design ideas.	Communicate their ideas through detailed labelled drawings. Develop a design specification. Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways. Plan the order of their work, choosing appropriate materials, tools and techniques.
<b>Working with tools, equipment, materials and components to make quality products (inc-food)</b>	To use one handed tools and equipment, e.g. makes snips in paper with child scissors To understand that equipment and tools have to be used safely. To capture experiences and responses with a range of materials.	To select and use tools and techniques needed to shape, assemble and join materials they are using. To handle tools safely with increasing control, competently and appropriately. To show an understanding of the need for safety when tackling new challenges and consider and manage some risks. To show an understanding of how to transport and store equipment safely. To practise some appropriate safety measures without direct supervision.	To handle equipment and tools effectively.	Make their design using appropriate techniques. With help measure, mark out, cut and shape a range of materials. Use tools <i>eg scissors and a hole punch</i> safely. Assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape. 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.	Begin to select tools and materials; use vocab' to name and describe them. Measure, cut and score 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 garment. Use basic sewing techniques. Follow safe procedures for food safety and hygiene. Choose and use appropriate finishing techniques.	Select tools and techniques for making their product 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 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 strengthen and improve the appearance of their product using a range	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 Sew using a range of different stitches, weave and knit Measure, tape or pin, cut and join fabric with some accuracy Use simple graphical communication techniques	Select appropriate materials, tools and techniques Measure and mark out accurately Use skills in using different tools and equipment safely and accurately Weigh and measure accurately (time, dry ingredients, liquids) Apply the rules for basic food hygiene and other safe practices <i>e.g. hazards relating to the use of ovens</i> Cut and join with accuracy to ensure a good-quality finish to the product	Select appropriate tools, materials, components and techniques Assemble components make working models Use tools safely and accurately Construct products using permanent joining techniques Make modifications as they go along Pin, sew and stitch materials together create a product Achieve a quality product

						of equipment including ICT.			
<b>Evaluating processes and products</b>	To show skill in making toys work by pressing parts or lifting flaps to achieve effects, such as sound, movements or new images.	To select appropriate resources and adapt work where necessary. To create simple representations of objects	To 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.	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.	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.	Evaluate their product against original design criteria <i>e.g. how well it meets its intended purpose</i> . Disassemble and evaluate familiar products.	Evaluate their work both during and at the end of the assignment Evaluate their products carrying out appropriate tests	Evaluate a product against the original design specification Evaluate it personally and seek evaluation from others	Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests Record their evaluations using drawings with labels Evaluate against their original criteria and suggest ways that their product could be improved