



## Progression of Skills and Knowledge: Design and Technology

	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
Design	<p>I can draw on my own experiences to think of an idea of my own and use this to create a plan.</p> <p>I can think of who I want to make my product for.</p> <p>I can suggest and discuss ideas and show what I am going to do using words and pictures through labels.</p> <p>I can describe how my product will work.</p> <p>I can create simple mock-ups using card and paper.</p>	<p>I can draw on my own and others' experiences to think of an idea of my own.</p> <p>I can think of a purpose for my product.</p> <p>I can develop my ideas through discussion, drawing and modelling.</p> <p>I can write a simple plan to allow someone else to make my product.</p> <p>I can begin to create simple criteria for my design.</p> <p>I can create mock-ups using different materials.</p> <p>I can use IT to develop and generate ideas with support.</p>	<p>I can consider the order I will complete tasks when making my product.</p> <p>I can put together a detailed plan, which shows the order, equipment and tools needed.</p> <p>I can plan and begin to adapt the original design using drawings, models and diagrams.</p> <p>I can create a sketch to show my design and begin to annotate my choices.</p> <p>I can identify a purpose and audience for a specific product.</p> <p>I can create success criteria for my product.</p>	<p>I can plan the order I will complete tasks when making my product.</p> <p>I can put together a detailed plan, showing the order and equipment needed and explain it to others.</p> <p>I can plan and adapt the original design using drawings, models and diagrams.</p> <p>I can create a sketch to show my design and begin to annotate my choices in detail.</p> <p>I can think about how to present my product in an interesting way.</p> <p>I can create success criteria and begin to change these as needed.</p>	<p>I can develop a clear idea of what needs to be done, planning how to use materials, equipment and processes and suggesting alternatives if the first design fails.</p> <p>I can generate ideas through brainstorming and discussion and identify a purpose for my product.</p> <p>I can create a sketch to show my ideas and begin to create cross-sectional and exploded diagrams to show my plan in more detail.</p> <p>I can explain how my product will appeal to the audience.</p> <p>I can create success criteria and change these as needed.</p>	<p>I can think about specifications for my design including how it will be sold and how much it will cost.</p> <p>I can justify the use of selected materials.</p> <p>I can research and discover the products needed.</p> <p>I can suggest some alternatives plans and evaluate them.</p> <p>I can create sketches, cross-sectional diagrams and exploded diagrams to show the details of my design and explain these choices.</p> <p>I can make a prototype of my product, make any needed changes before creating the final product and explain the reasons for this.</p>



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			<p>I can use software to create simple 2d computer aided designs and add simple details using the paint tools.</p>	<p>I can use software to create simple 3d computer aided designs and add details.</p> <p>I can use the rotate and zoom tools with support to view computer aided designs in different ways.</p>	<p>I can make a prototype of my product and consider changes needed before creating the final product.</p> <p>I can use software to create computer aided designs to meet given criteria that require accuracy.</p> <p>I can use the rotate and zoom tools to view computer aided designs in different ways and understand the reasons for doing this.</p>	<p>I can use software to create more complex computer aided designs using design criteria and measurements.</p> <p>I can use software to accurately create different shapes to be included in my computer aided design.</p>
<p><b>Make</b></p>	<p>I can select the right equipment to help me create my product.</p> <p>I can develop a range of skills including attaching, cutting and measuring with help.</p> <p>I can use tools safely and carefully.</p>	<p>I can choose and use the best tools and materials to make my product.</p> <p>I can measure and cut with some accuracy.</p> <p>I can attach items in different ways and begin to understand why I have made these choices e.g. masking</p>	<p>I can choose and use the best tools and materials to make my product using appropriate vocabulary to express this.</p> <p>I can attach items in different ways and justify my decisions thinking about its purpose and functionality.</p>	<p>I can use finishing techniques to strengthen and improve the aesthetic of my product.</p> <p>I can measure, tape or pin items accurately and adapt if needed to maximise the functionality of the product.</p>	<p>I can refer to my plan and evaluate any changes that need to be made before applying finishing techniques to ensure the aesthetic of my product.</p> <p>I can measure accurately enough to ensure that everything is precise.</p>	<p>I can follow my plan and refine it as needed whilst designing my product.</p> <p>I can apply the knowledge I have to select the most suitable tools, materials and equipment.</p> <p>I can assemble parts accurately to make a</p>



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	<p>I can make a simple model that moves using split pins.</p>	<p>tape, glue, sellotape, split pins. I can start to experiment with making holes in different ways.</p> <p>I can combine materials to make a product.</p> <p>I can make a model with a moving part.</p>	<p>I can choose and use appropriate finishing techniques and begin to consider the impact this has on the aesthetic.</p> <p>I can measure and cut accurately.</p> <p>I can join different materials with some accuracy.</p> <p>I can assemble, join and combine a range of materials in order to make a product.</p> <p>I can work safely and accurately with a range of different tools.</p> <p>I can begin to use a needle and thread to create a basic stitch.</p>	<p>I can join and combine materials and components accurately in temporary and permanent ways.</p> <p>I can sew using a range of different stitches and use these to join materials.</p>	<p>I can use a range of tools and products to make my product expertly.</p> <p>I can use skills and different tools safely and effectively, considering which would benefit the functionality of my product best.</p>	<p>working and moving model with full functionality.</p> <p>I can achieve a quality model, including the aesthetic.</p>
<b>Cooking and Nutrition</b>	<p>I can understand that all food comes from plants or animals.</p>	<p>I can understand where in the world</p>	<p>I can understand that different foods grow at</p>	<p>I can identify some of the different foods</p>	<p>I can identify different foods grown in a specific season and</p>	<p>I can plan a variety of dishes thinking about different needs.</p>



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	<p>I can explain how many portions of fruit and vegetables people should eat each day.</p> <p>I can begin to understand the five food groups in the Eatwell Guide.</p> <p>I can design dishes and know to select foods from each of the different groups.</p>	<p>different food comes from.</p> <p>I can understand how food is made - farmed, grown, or caught.</p> <p>I can explain how many portions of fruit and vegetable people should eat each day and begin to explain why.</p> <p>I can understand the five food groups and name and sort foods into them.</p> <p>I can design and prepare balanced dishes using all the food groups.</p>	<p>different times in the year.</p> <p>I can explain where and how food is grown.</p> <p>I can explain what makes a healthy diet, including a mixture of food and drink.</p> <p>I can recognise the steps needed to handle and prepare food hygienically.</p> <p>I can follow a simple recipe with support.</p>	<p>grown in a specific season.</p> <p>I can explain where and how food is grown and begin to understand reasons for this.</p> <p>I can explain why nutritious food and drink are needed to be healthy and active.</p> <p>I can explain the steps needed to handle and prepare food hygienically and begin to explain why these are needed.</p> <p>I can follow a simple recipe.</p>	<p>understand why this is.</p> <p>I can begin to plan meals based on nutritional needs e.g. an increase in energy.</p> <p>I can recognise a range of cooking techniques including mashing, whisking, crushing, grating, cutting, kneading and baking.</p> <p>I can handle and prepare food hygienically.</p> <p>I can begin to prepare ingredients using appropriate cooking utensils.</p> <p>I can begin to prepare and cook a range of dishes safely and hygienically.</p>	<p>I can recognise and begin to explain a range of cooking techniques including mashing, whisking, crushing, grating, cutting, kneading and baking.</p> <p>I can handle and prepare food hygienically and explain the steps and reasons why.</p> <p>I can prepare ingredients using appropriate cooking utensils and begin to give reasons for my choices.</p> <p>I can measure and weigh ingredients to the nearest gram and millilitre.</p> <p>I can begin to show an awareness of the need to control the temperature of a heat source when using it with support.</p>
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<p><i>Evaluate</i></p>	<p><i>I can say what I like and don't like about items I am familiar with.</i></p> <p><i>I can evaluate existing products through discussions and comparisons.</i></p> <p><i>I can say what I like about my product and what I would do differently next time.</i></p> <p><i>I can say how I could improve my product.</i></p> <p><i>I can talk about if my product is what I wanted to make from my original design.</i></p>	<p><i>I can test new items and say what I like and don't like about them.</i></p> <p><i>I can evaluate existing products and write a simple evaluation for them.</i></p> <p><i>I can start to explore the different materials used in products.</i></p> <p><i>I can say what I like and dislike about my product and what I would do differently next time referring to my original design.</i></p> <p><i>I can say how I could improve my product linked to its purpose.</i></p> <p><i>I can explain why I have chosen the materials and techniques used.</i></p>	<p><i>I can research and test items and say what I like and don't like about them.</i></p> <p><i>I can respond to feedback given to me by an adult to improve my work.</i></p> <p><i>I can research given individuals and events within design and technology linked to the product I want to make.</i></p> <p><i>I can evaluate my product against design criteria and show that it meets a range of criteria.</i></p> <p><i>I can begin to reflect on the materials and techniques I have used linked to purpose, considering what went well and what I need to do differently next time.</i></p>	<p><i>I can evaluate existing items and begin to use these findings to inform my own design.</i></p> <p><i>I can respond to feedback given to me to improve my work, including through discussion with peers.</i></p> <p><i>I can research individuals and events within design and technology and begin to evaluate these.</i></p> <p><i>I can test and evaluate my product against design criteria considering the materials and techniques used.</i></p> <p><i>I can reflect on the materials and techniques I have used linked to purpose, considering what went well and what I need</i></p>	<p><i>I can evaluate existing items and begin to think about how well the design meets the purpose and use these findings to inform my own design.</i></p> <p><i>I can discuss my product with my peers and respond to their feedback to improve my design or product.</i></p> <p><i>I can research individuals and events within design and technology and evaluate these.</i></p> <p><i>I can confidently reflect and discuss the materials and techniques I have used linked to purpose, considering what went well and what I need to do differently next time.</i></p> <p><i>I can show enthusiasm to refine and improve</i></p>	<p><i>I can confidently evaluate existing items, identifying their purpose and how well the design meets it, and use these findings to inform my own design justifying my reasons for this.</i></p> <p><i>I can consider the views and feedback of others (e.g. the intended market) who have evaluated my product and use this to improve it.</i></p> <p><i>I can research individuals and events within design and technology and evaluate these, understanding the impact they had.</i></p> <p><i>I can test and evaluate my product making changes as needed using market research and thinking about how</i></p>
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<p><b>Technical Knowledge</b></p>	<p>I can build simple structures, and with support, explore how they can be made stronger.</p> <p>I can include a given mechanism (e.g. levers, sliders, wheels and axles) in my product design.</p> <p>I can use a given mechanism (e.g. levers, sliders, wheels and axles) in my product.</p>	<p>I can build structures and explore how they can be made stronger, stiffer and more stable.</p> <p>I can explore the use of mechanisms (e.g. sliders, wheels and axles) in my product design.</p> <p>I can explore how the use of mechanisms (e.g. sliders, wheels and axles) can be used in my product.</p>	<p>I can build more complex structures and begin to understand how to strengthen, stiffen and reinforce them.</p> <p>I can begin to understand that mechanical and electrical systems have an input and output process.</p> <p>I can identify the input and output of different computer systems.</p>	<p>I can build more complex structures and strengthen, stiffen and reinforce them when given specific materials.</p> <p>I can begin to consider how to support my structure when planning it, and how this can be done.</p> <p>I can recognise different mechanical systems (e.g. gears, pulleys, cams, levers and linkages) and</p>	<p>I can build more complex structures and understand how to strengthen, stiffen and reinforce them choosing the materials that would be best for this.</p> <p>I can plan the support my structure will need, and the materials that will be required.</p> <p>I can identify the input and output of different systems and explain reasons why.</p>	<p>I can build more complex structures and understand how to strengthen, stiffen and reinforce them choosing the materials that would be best for this and justifying this choice.</p> <p>I can plan the support my structure will need and explain my decisions for this, and the materials needed.</p> <p>I can identify the input and output of different systems and begin to</p>



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			<p><i>I can recognise different mechanical systems (e.g. levers and linkages) and explain their uses in existing products.</i></p> <p><i>I can begin to plan for mechanical systems (e.g. gears, pulleys, cams, levers and linkages) in my design.</i></p>	<p><i>explain the differences between them.</i></p> <p><i>I can begin to plan products which involve different mechanical systems.</i></p> <p><i>I can begin to include switches in my circuits for my product.</i></p> <p><i>I can make electrical circuits, including a series and a parallel circuit, and include these to make a functional product.</i></p> <p><i>I understand how a switch is used and can identify it in a circuit.</i></p> <p><i>I can follow simple steps to control a product using computing.</i></p>	<p><i>I can explain differences between mechanical systems and understand the different purposes of them.</i></p> <p><i>I can plan and create products which involve different mechanical systems.</i></p> <p><i>I can include a circuit to make a functional product.</i></p> <p><i>I can follow and adapt simple steps to control a product using computing.</i></p>	<p><i>use this to control my product (e.g. bee bots).</i></p> <p><i>I can recognise the mechanical systems needed for a specific purpose and consider this when planning my product.</i></p> <p><i>I can plan and create products which involve different mechanical systems and explain reasons for my choices.</i></p> <p><i>I can create a circuit to use in my product and include a switch considering the function needed.</i></p> <p><i>I can create simple steps to control a product using computing.</i></p> <p><i>I can monitor a product I have programmed and adapt it to resolve any problems which occur.</i></p>
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