




## Design Technology – Progression of Skills

	<b>Design</b> 	<b>Make</b> 	<b>Evaluate</b> 	<b>Textiles</b>	<b>Structures</b>	<b>Mechanical systems</b>	<b>Food, Cooking and Nutrition</b>
<b>EYFS</b>	Begin to develop design ideas with a context of a project	With support, use a range of tools and equipment to perform practical tasks, for example, cutting, shaping, joining and finishing.	Review work that has been completed and start to identify improvements that could be made. Start to share ideas as a group.	With support, cut out shapes from fabric that have been created by drawing round a template With support, join fabric by pinning and then sewing.	Begin to build structures for a particular purpose		Understand the need for hygiene when handling food. Understand that food comes from a range of origins e.g. trees, the ground and animals
<b>Year 1</b>	Explore and evaluate a range of exciting products. Design purposeful, functional, appealing products for themselves and other users based on design criteria	Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing	Explore and evaluate existing products.  Discuss the qualities of a finished product and explore what can be improved.	Cut out shapes from fabric that have been created by drawing round a template • Join fabric by pinning and then sewing.	Build structures from a range of materials, exploring how they can be made stronger and more stable		Work hygienically and safely to chop, peel, cut and grate a range of ingredients Use the basic principles of a healthy and varied diet to prepare dishes
<b>Year 2</b>	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, more detailed information.	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Evaluate their ideas and products against design criteria  Discuss any changes that were made during the making process and why.	Create a simple pattern that shows awareness and understanding of seam allowance Join fabrics using a range of stitches including running, back and over stitching with increasing neatness and control.		Explore and use a range of mechanisms e.g. levers, sliders, wheels and axles	Apply and use the basic principles of a healthy and varied diet to prepare dishes Understand where food comes from.

<p><b>Year 3</b></p>	<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose.</p>	<p>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], independently and accurately</p>	<p>Investigate and analyse a range of existing products</p> <p>Evaluate their ideas and products against their own design criteria</p>	<p>Join fabrics using a range of stitches including running, back and over stitching with increasing neatness and control • Explore the properties of different fabrics and suitable uses for them e.g. denim, cotton, wool, satin</p>	<p>Apply understanding of how to strengthen, stiffen and reinforce more complex structures</p>		<p>Work hygienically and safely, using a range of kitchen equipment • Understand and apply the principles of a healthy and varied diet •</p>
<p><b>Year 4</b></p>	<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose. - aimed at individuals or groups.</p>	<p>Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p>	<p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p>	<p>Join fabrics using a range of stitches including running, back and over stitching with great accuracy, neatness and control</p>		<p>Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</p>	<p>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed</p>
<p><b>Year 5</b></p>	<p>Generate, develop, model and communicate their ideas through discussion and annotated sketches. Learn that specification</p>	<p>Select from and use specialist tools and techniques, processes, and equipment precisely</p>	<p>Understand how key events and individuals in design and technology have helped shape the world.</p> <p>Test, evaluate and refine their ideas against the specification.</p>	<p>Create simple 3D products using pattern pieces and seam allowances</p> <p>Choose appropriate fabrics best suited to the product, taking their properties and qualities into account</p>	<p>Apply understanding of how to strengthen, stiffen and reinforce more complex structures.</p> <p>NB (More focus on Design/make/evaluate silks)</p>		<p>Understand and apply the principles of a healthy and varied diet, developed in science lessons, to plan meals with growing independence • Prepare and cook a growing range of predominantly savoury dishes using a range of cooking techniques •</p>

	may be adapted for different places and cultures		Taking in to account the intended user.				Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed
<b>Year 6</b>	Generate, develop, model and communicate their ideas through discussion, and annotated sketches cross-sectional prototypes, pattern pieces and computer-aided design.	Select from a wider, more complex range of material, components and ingredients. Taking into account their properties.	Understand how key events and individuals in design and technology have helped shape the world. Test, evaluate and refine their ideas against the specification. Taking into account the intended user. Understand developments if DT, its impact on individuals, society and the environment.	Create an increasingly robust textile product which offers day to day usability		Understand how key events and individuals in design and technology have helped shape the world. Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]. NB (More focus on Design/make/evaluate silks)	Understand and apply the principles of nutrition and health Cook a repertoire of predominantly savoury dishes Become confident in a range of cooking techniques Understand the source, seasonality and characteristics of a broad range of ingredients

NB Digital world and Electrical systems to be covered in the Science and Computing curriculum. ( apply their understanding of computing to program, monitor and control their products) (understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors)