Key Curriculum Skills, Knowledge and Progression: Design Technology



Early Learning Goals (Reception)	In Year 1	In Year 2
 I can handle equipment and tools effectively, including pencils for writing. I can safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. I can use what I have learnt about media and materials in original ways, thinking about uses and purposes. I can represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories. 	 Design I can use my ideas to design something. I can explain to someone else how I want to make my product. I can make a simple plan before making. Make I can make a product which moves. I can choose appropriate resources and tools. Evaluate I can describe how something works. I can compare my model to my simple plan. Technical knowledge I can begin to explore different mechanisms (for example - sliders and levers). Cooking and nutrition I can understand where some foods come from. I know some healthy foods. 	 Design I can think of an idea and plan what to do next. I can communicate my ideas through talking, drawing, templates etc. I can use design criteria to create a plan. Make I can join materials and components in different ways. I can choose tools and materials and explain why I have chosen them. I can measure materials to use in a model or structure. Evaluate I can explain what went well with my work. I can explain why I have chosen specific textiles. Technical knowledge I can make my model stronger, stiffer and more stable. I can explore different mechanisms (for example – levers, sliders, wheels and axles). Cooking and nutrition I can cut food safely.

In Year 3	In Year 4	In Year 5	In Year 6
 In Year 3 Design I can prove that my design meets some set criteria. I can follow a step-by-step plan, choosing the right equipment and materials and explain why. I can choose a textile for both its suitability and its appearance. Make I can select the most appropriate tools and techniques for a given task. I can begin to explore a range of materials for a task. Evaluate I am starting to evaluate and suggest improvements for my designs. Technical knowledge I can apply my understanding to strengthen, stiffen and reinforce more complex structures. Cooking and nutrition I can understand the different food groups. 	 In Year 4 Design I can use ideas from other people when I am designing. I can produce a plan and explain it. Make I can measure accurately using a wider range of tools. I can begin to use appropriate materials for a task. Evaluate I can evaluate and suggest improvements for my designs. I can evaluate products for both their purpose and appearance. I can persevere and adapt my work when my original ideas do not work. Technical knowledge I can make a product which uses both electrical and mechanical components in games. Cooking and nutrition I know how to be both hygienic and safe when using food. I can understand the different food groups and how they are used for a healthy diet. 	 In Year 5 Design I can come up with a range of ideas after collecting information from different sources. I can produce a detailed, step-by-step plan. I can suggest alternative plans; outlining the positive features and draw backs. I can make a prototype before make a final version. Make I can use a range of tools and equipment competently. I can choose materials according to their functional properties. Evaluate I can explain how a product will appeal to a specific audience. I can understand and use electrical systems and their products (for example – series circuits, incorporating switches, bulbs, buzzers and motors). Cooking and nutrition I show that I can be both hygienic and safe in the kitchen. I can explain how products should be stored and give reasons. 	 In Year 6 Design I can use market research to inform my plans and ideas. I can follow and refine my plans. I can use a technology to generate a computer-aided design. Make I can work within a budget. I can choose materials according to functional properties and aesthetic qualities. Evaluate I can show that I consider culture and society in my plans and designs. I show that I can test and evaluate my products. I can evaluate my product against clear criteria. Technical knowledge I can understand and use mechanical systems in products (for example – gears, pulleys, cams, levers and linkages). Cooking and nutrition I can explain how products should be stored and give reasons. I can understand the importance of using seasonal produce. I know where and how food is grown, picked and processed.

Thinking about seasonal, local, RRR – overarching theme.