

# Key Curriculum Skills, Knowledge and Progression: Design Technology



<i>Early Learning Goals (Reception)</i>	<i>A Year 1 Designer</i>	<i>A Year 2 Designer</i>
<ul style="list-style-type: none"> <li>I can handle equipment and tools effectively, including pencils for writing.</li> <li>I can safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</li> <li>I can use what I have learnt about media and materials in original ways, thinking about uses and purposes.</li> <li>I can represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.</li> </ul>	<ul style="list-style-type: none"> <li>I can use my own ideas to make something.</li> <li>I can describe how something works.</li> <li>I can make a product which moves.</li> <li>I can make my model stronger.</li> <li>I can explain to someone else how I want to make my product</li> <li>I can choose appropriate resources and tools.</li> <li>I can make a simple plan before making.</li> </ul>	<ul style="list-style-type: none"> <li>I can think of an idea and plan what to do next.</li> <li>I can choose tools and materials and explain why I have chosen them.</li> <li>I can join materials and components in different ways.</li> <li>I can explain what went well with my work.</li> <li>I can explain why I have chosen specific textiles.</li> <li>I can measure materials to use in a model or structure.</li> <li>I can describe the ingredients I am using.</li> <li>I can cut food safely.</li> </ul>

<i>A Year 3 Designer</i>	<i>A Year 4 Designer</i>	<i>A Year 5 Designer</i>	<i>A Year 6 Designer</i>
<ul style="list-style-type: none"> <li>I can prove that my design meets some set criteria.</li> <li>I can follow a step-by-step plan, choosing the right equipment and materials.</li> <li>I can choose a textile for both its suitability and its appearance.</li> <li>I can select the most appropriate tools and techniques for a given task.</li> <li>I can describe how ingredients come together</li> <li>I am starting to produce a plan and explain it.</li> <li>I am starting to evaluate and suggest improvements for my designs.</li> </ul>	<ul style="list-style-type: none"> <li>I can use ideas from other people when I am designing.</li> <li>I can produce a plan and explain it.</li> <li>I can evaluate and suggest improvements for my designs.</li> <li>I can evaluate products for both their purpose and appearance.</li> <li>I can explain how I have improved my original design.</li> <li>I can present a product in an interesting way.</li> <li>I can measure accurately.</li> <li>I can persevere and adapt my work when my original ideas do not work.</li> <li>I know how to be both hygienic and safe when using food.</li> <li>I can make a product which uses both electrical and mechanical components in games.</li> </ul>	<ul style="list-style-type: none"> <li>I can come up with a range of ideas after collecting information from different sources.</li> <li>I can produce a detailed, step-by-step plan.</li> <li>I can suggest alternative plans; outlining the positive features and draw backs.</li> <li>I can explain how a product will appeal to a specific audience.</li> <li>I can evaluate appearance and function against original criteria.</li> <li>I can use a range of tools and equipment competently.</li> <li>I can make a prototype before make a final version.</li> <li>I show that I can be both hygienic and safe in the kitchen.</li> </ul>	<ul style="list-style-type: none"> <li>I can use market research to inform my plans and ideas.</li> <li>I can follow and refine my plans.</li> <li>I can justify my plans in a convincing way.</li> <li>I can show that I consider culture and society in my plans and designs.</li> <li>I show that I can test and evaluate my products.</li> <li>I can explain how products should be stored and give reasons.</li> <li>I can work within a budget.</li> <li>I can evaluate my product against clear criteria.</li> </ul>