Progression in Design and Technology

| Progression in Design Technology | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|--|--|--|--|---|---|--|
| | Make a Crown Castles/Fruit Salad | Build a House Great Fire of London/ Vegetable Salad | Volcano/ Dips and Dippers | Viking Shields/ Coleslaw | Greek Vase/ Fruit Yogurts | Periscope WWII/ Pitta Pizzas |
| | Plan Make comments about what they are going to design or cook use own ideas to design something and describe how their own idea works. | Plan Give a brief overview of their plans using some DT vocabulary. Think of an idea and plan what to do next. | Plan Explain verbally their plans, linking to techniques and using DT vocabulary. | Plan Explain their plans in some detail, and in writing, making reference to techniques and materials/ ingredients. Research and use ideas from other people when designing. | Plan Plan designs in detail, with reference to other designs and materials they have studied. Come up with a range of ideas after collecting information from different sources | Plan Plan in detail linking to what they have studied and explaining their choice. Use market research to inform plans and ideas. |
| Design | Generate Come up with ideas for a product and express why they like it explain to someone else how they want to make their product and make a simple plan before making. | Generate Make comments about the function and purpose of their product, and its personal appeal. | Generate Refer to research while talking about their product. | Generate Use research to justify the appeal of their product, and the innovativeness of their design. | Generate Make comments about how their product might be altered to appeal to other groups. | Generate Make sophisticated comments about the limitations of the function and purpose of their product, with reference to different audiences |
| | Draw Trace around simple shapes to reproduce symbols. | Draw Draw a simple diagram and begin to annotate designs. | Draw Draw sketches at different points of the design process | Draw Draw a plan or sketch from a description. Draw simple diagrams without much guidance. | Draw Make an accurate design sketch | Draw Make an accurate design sketch with high precision level of accuracy |
| | Develop With support, discuss their design. | Develop Explain why they have chosen specific materials for their design. | Develop Politely discuss their peers' work. Willingness to alter and/or restart design. | Develop Start to suggest how their peers can improve their work. Desire to alter and/or restart designs. | Develop Make reasonable suggestions for how their peers might improve their work. | Develop Constructively critique their peers' work and help with the improvements if appropriate. |

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| Make | Construct something with materials that are supplied for them. | Select from materials that are supplied for them join materials and components in different ways measure materials to use in a model or structure. | Work creatively with a range of materials, with some control. Follow a step-by- step plan, choosing the right equipment and materials. Work accurately to measure, make cuts and make holes. | Request certain materials or ingredients. Know which material is likely to give the best outcome measure accurately. | Request other materials and give reasons why make a product that relies on pulleys or gears. | Request other materials and give reasons why. Know what each tool is used for explain why a specific tool is best for a specific action |
|------------------------|--|--|---|--|---|---|
| | Tools Choose appropriate resources and tools for their work. | Tools Choose tools and materials and explain why they have chosen them. | Tools Select the most appropriate tools and techniques for a given task. | Tools Know which tools to use for a particular task and show knowledge of handling the tool. | Tools Use a range of tools and equipment competently make a prototype before making a final version. | Tools Know which tool to use for a specific practical task know how to use any tool correctly and safely. |
| Evaluate | Complete a simple evaluation. | Complete an evaluation | Evaluation and relate products to their design criteria. | Evaluation and link their own design and product to their function and purpose. | Evaluation and verbalise other opinions politely and follow advice. | Evaluation and suggest improvements to own and others design if appropriate. |
| Technical Knowledge | Make their own model stronger. | Make a model stronger and more stable. | Know how to strengthen a product by stiffening a given part or reinforce a part of the structure. | Links scientific knowledge by using lights, switches or buzzers use IT, where appropriate, to add to the quality of the product. | Links scientific knowledge to design by using pulleys or gears use knowledge to improve a made product by strengthening, stiffening or reinforcing. | Know which IT product would further enhance a specific product use knowledge to improve a made product by strengthening, stiffening or reinforcing. |

Progression in Design and Technology

| | Cut food safely with an | Cut food safely, using | Cut food safely, using | Cut food safely and | Cut food safely and | Cut food safely and |
|------------|-------------------------|--------------------------|--------------------------|--|---|---|
| | adult. | garters and peelers with | garters and peelers with | independently using | independently using | independently using |
| | Know where our food | support when needed. | some independence. | graters and peelers independently. | graters and peelers in a variety of ways. | graters and peelers in a variety of ways, knowing |
| | comes from – food | Describe where our | Describe food | | | the best method for the |
| | origins. | food comes from – | seasonality. | Know how food gets | Be both hygienic and | recipe. |
| | | underground or below | | from the farm to our | safe in the kitchen. | |
| | | ground. | Know when food is | fork. | | Explain how food |
| Food | | | ready for harvesting. | | Know which season | ingredients should be |
| Technology | | | | Know how to be both | various foods are | stored. |
| roomology | | | | hygienic and safe when | available for harvesting. | |
| | | | | using food. | | Give reasons why we |
| | | | | | Know where our food | should work within a |
| | | | | Bring a creative element to the food product | comes from on a map. | budget to create a meal. |
| | | | | being designed. | | Understand the difference |
| | | | | | | between a savoury and |
| | | | | | | sweet dish. |