

What do you know? Design & Technology

Year 1

To use my own ideas to make something.

Describe how something works.

Make a product which moves.

Make my model stronger.

Explain to someone else how I want to make my product.

Choose appropriate resources and tools.

Make a simple plan before making.

I can cut food safely.

To sew and join fabrics using a running stitch.

Make a product using sliders and linkages.

Year 2

Think of an idea and plan what to do next.

Choose tools and materials and explain why I have chosen them.

Join materials and components in different ways.

Explain what went well with my work.

Measure materials to use in a model or structure.

Describe the ingredients I am using.

Explain why I have chosen specific textiles.

To cut out shapes which have been created by drawing round a template onto fabric.

To sew using a range of basic stitches.

Make a product using wheels and axles.

Year 3

Prove that my design meets some set criteria.

Follow a step-by-step plan, choosing the right equipment and materials.

Design a product and make sure that it looks attractive.

Chose a material for both its suitability and its appearance.

Select the most appropriate tools and techniques for a given task.

Make a product using mechanical components.

Describe how food ingredients come together.

Talk about which food is healthy and which food is not.

To join fabrics using a range of stitches with increasing independence.

To add decoration to their work using buttons, beads, sequins.

Make a product using linkages and levers.

Year 4

Use ideas from other people when designing.

Produce a plan and explain it.

Evaluate and suggest improvements for my designs.

Evaluate products for both their purpose and appearance.

Explain how I have improved my original design.

Present a product in an interesting way.

What do you know? Design & Technology

To measure a product accurately.
Uses a range of tools and equipment competently.
Make a product using simple electronic components.
Links scientific knowledge by using lights, switches or buzzers.
Uses electrical systems to enhance the quality of the product.
Preserve and adapt my work when my original ideas do not work.
Know how to use both hygienic and safety when using food.
Bring a creative element to the food product being designed.
To complete a range of sewing stitches with increased accuracy.
Year 5
To come up with a range of ideas after collecting information from different sources.
Produce a detailed step-by-step plan.
Suggest alternative plans; outlining the positive features and draw backs.
Explain how to product will appeal to specific audience.
Evaluate appearance and function against original criteria.
Use a range of tools and equipment competently.
Make a product using complex electronic components.
Links scientific knowledge to design an electronic product.
Show that I can be both hygienic and safe in the kitchen.
Know which season various foods are available for harvesting.
To cut out sewing pattern pieces.
To demonstrate an awareness of seam allowance.
To create a blanket stitch.
Year 6
Use market research to inform my plans and ideas.
Follow and refine my plans.
Justify my plans in a convincing way
Show that I consider my culture and society in my plans and designs.
Show that I can test and evaluate products.
Explain how ingredients should be stored and give reasons.
Work within a budget to create a meal.
Evaluate my product against clear criteria.
Make a product using electronic and mechanical systems.
Make a product using gears and pulleys.
To pin and tack fabric pieces together.
To join fabrics by over sewing, back stitch, blanket stitch
To make quality products with increasing accuracy and independence.