

DESIGN AND TECHNOLOGY							
Objective Year 1 and 2		A1	A2	A3	B1	B2	B3
DESIGN	Generate ideas by drawing on their own and other people's experiences	✓					✓
	Suggest ideas and explain what they are going to do (spoken and in written form)	✓					✓
	Identify a target group for what they intend to design and make						✓
	Develop their design ideas through discussion, observation, drawing and modelling – take inspiration from earlier research.	✓					✓
	Use pictures to record ideas they have generated	✓					
	Describe what needs to be done and know the next step	✓					✓
	Identify design criteria	✓					✓
	Model ideas in card and paper	✓					
MAKE	Make drawings and label parts for the design process	✓					✓
	Select tools and materials	✓					
	With help measure, mark out, cut and shape a range of materials. Begin to independently measure, cut and score with some accuracy	✓					
	Use hand tools safely and appropriately	✓					
	Assemble, join and combine materials in order to make a product	✓					
TECHNICAL KNOWLEDGE	Choose and use appropriate finishing techniques which improve the appearance of their product.	✓					
	Explore and make observations about different mechanisms [levers, sliders, wheels, axis]	✓					
	Use different mechanisms in own products	✓					
	Use technical vocabulary to describe existing and own products [e.g. levers, axels, rotation, slicing]	✓					
COOKING	Build structures exploring how they can be made stronger, stiffer and more stable	✓					
	Prepare healthy, varied dishes						✓
	Work safely and hygienically when preparing food						✓
	Know where different food comes from (trees, plants, animals)						✓
NUTRITION	Know the types of food that are sourced in the UK						✓
	Understand that we eat different foods depending on the occasion and lifestyle						✓
	Understand that we eat different foods depending on the time of day						✓
	Understand seasonality				✓		✓
EVALUATE	Design a healthy and varied meal, selecting foods for a particular purpose, including affordability						✓
	Evaluate against their design criteria	✓					✓
	Evaluate in process identifying strengths and possible changes they might make	✓					✓
	Talk about ideas, saying what they like and dislike about them	✓					✓
	Ask questions about what they have made and how they have gone about it	✓					✓
	Evaluate designs by other people to learn from them	✓					✓

DESIGN AND TECHNOLOGY (YEAR 3 and 4)

Objectives KS2

		A1	A2	A3	B1	B2	B3
DESIGN	Generate ideas for an item, considering the purposes for which they are designing and the user/s needs.			✓		✓	
	Research and investigate existing products, recognising components			✓			
	Identify a purpose and establish criteria for a successful product.			✓			
	Develop design criteria to inform the innovative and functional design of a product that are fit for purpose			✓			
	Plan the order of their work before starting, developing a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail			✓		✓	
	Explore, develop and communicate design proposals by modelling ideas			✓			
	Make detailed drawings with labels when designing (from different views showing specific features)			✓		✓	
MAKE	Select appropriate tools and techniques for making their product and work safely / accurately					✓	
	Measure, mark out, cut, score and shape a range of materials, using appropriate tools, equipment and techniques, assembling components with increasing accuracy.	✓		✓		✓	
	Use simple graphical communication techniques				✓		
	Join and combine materials and components accurately in temporary and permanent ways	✓		✓		✓	
	To measure, tape or pin, cut and join fabric with some accuracy	✓					
	To use finishing techniques to strengthen and improve the appearance of their product					✓	
	Demonstrate hygienic food preparation and storage			✓			
TECHNICAL KNOWLEDGE	Apply understanding of how to strengthen, stiffen and reinforce complex structures					✓	
	Understand how mechanical systems work [e.g. gears, pulleys, cams, levers]						
	Use mechanical systems in products [e.g. gears, pulleys, cams, levers]						
	Understand how electrical systems work [e.g. series circuits incorporating switches, bulbs, motors and buzzers]		✓				
	Use electrical systems in products [e.g. series circuits incorporating switches, bulbs, motors and buzzers]		✓				
	Apply understanding of computing to programme, monitor and control products						
COOKING	Know where a variety of foods are grown, reared, caught and processed						✓
	Know how a variety of foods are grown reared, caught and processed						✓
	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques [e.g. boiling, oven cooking]						✓
	Use a range of cooking equipment safely and hygienically						✓
	Weigh and measure ingredients using scales						✓
NUTRITION	Understand that we eat different foods depending on the occasion and lifestyle		✓	✓		✓	✓
	Understand that we eat different foods depending on the time of day						✓
	Understand seasonality			✓			✓
	Design a healthy and varied meal, selecting foods for a particular purpose, including affordability			✓			✓
EVALUATE	Think about their ideas as they make progress and be willing to change things if this helps them to improve their work	✓		✓		✓	
	Disassemble and evaluate familiar products	✓		✓			
	Evaluate the product made against own design criteria concerning appeal to the targeted group	✓		✓			
	Consider the suggestions of others in improving own work	✓		✓		✓	

DESIGN AND TECHNOLOGY (YEAR 5 and 6)

Objectives KS2

		A1	A2	A3	B1	B2	B3
DESIGN	Generate ideas for an item, considering the purposes for which they are designing and the user/s needs.		✓				✓
	Research and investigate existing products, recognising components		✓				✓
	Identify a purpose and establish criteria for a successful product.						✓
	Develop design criteria to inform the innovative and functional design of a product that are fit for purpose						✓
	Plan the order of their work before starting, developing a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail						✓
	Explore, develop and communicate design proposals by modelling ideas						✓
	Make detailed drawings with labels when designing (from different views showing specific features)		✓				✓
MAKE	Select appropriate tools and techniques for making their product and work safely / accurately		✓				✓
	Measure, mark out, cut, score and shape a range of materials, using appropriate tools, equipment and techniques, assembling components with increasing accuracy.		✓				✓
	Use simple graphical communication techniques						✓
	Join and combine materials and components accurately in temporary and permanent ways						✓
	To measure, tape or pin, cut and join fabric with some accuracy		✓				✓
	To use finishing techniques to strengthen and improve the appearance of their product		✓				✓
	Demonstrate hygienic food preparation and storage						✓
TECHNICAL KNOWLEDGE	Apply understanding of how to strengthen, stiffen and reinforce complex structures						✓
	Understand how mechanical systems work [e.g. gears, pulleys, cams, levers]						✓
	Use mechanical systems in products [e.g. gears, pulleys, cams, levers]						
	Understand how electrical systems work [e.g. series circuits incorporating switches, bulbs, motors and buzzers]	✓					
	Use electrical systems in products [e.g. series circuits incorporating switches, bulbs, motors and buzzers]						
	Apply understanding of computing to programme, monitor and control products	✓					
COOKING	Know where a variety of foods are grown, reared, caught and processed						
	Know how a variety of foods are grown reared, caught and processed						
	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques [e.g. boiling, oven cooking]						
	Use a range of cooking equipment safely and hygienically						✓
	Weigh and measure ingredients using scales						✓
NUTRITION	Understand that we eat different foods depending on the occasion and lifestyle						✓
	Understand that we eat different foods depending on the time of day						
	Understand seasonality						
	Design a healthy and varied meal, selecting foods for a particular purpose, including affordability						
EVALUATE	Think about their ideas as they make progress and be willing to change things if this helps them to improve their work						✓
	Disassemble and evaluate familiar products						
	Evaluate the product made against own design criteria concerning appeal to the targeted group						✓
	Consider the suggestions of others in improving own work						✓