



Knowledge, Skills and Understanding Progression for Design and Technology

DEVELOPMENT MATTERS

Children in reception will be learning to:

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively, sharing ideas, resources and skills.

EARLY LEARNING GOALS

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function;
- Share their creations, explaining the process they have used;
- Make use of props and materials when role playing characters in narratives and stories.

KEY STAGE ONE

Pupils should be taught to:

Design

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Technical knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products

KEY STAGE TWO

Pupils should be taught to:

Design

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- apply their understanding of computing to program, monitor and control their products.

DESIGN						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Think about and discuss what they want to make.</p> <p>Work together to develop and realise creative ideas.</p>	<p>Think of some ideas of their own.</p> <p>Explain what they want to do.</p> <p>Use pictures and words to plan.</p> <p>Explain what they are making.</p>	<p>Think of ideas and plan what to do next.</p> <p>Describe their design by using pictures, diagrams, models and words.</p>	<p>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, ICT.</p>	<p>Devise a template. Explain how to join things in a different way.</p> <p>Experiment with and combine materials and processes to design and make 3D form.</p>	<p>Come up with a range of ideas after they have collected information.</p> <p>Produce a detailed step-by-step plan.</p> <p>Suggest some alternative plans and say what the good points and drawbacks are about each.</p> <p>Explain why their finished product is going to be of good quality. Explain how their product will appeal to the audience.</p>	<p>Use a range of information to inform their design.</p> <p>Use research to inform plans.</p> <p>Follow and refine their plan if necessary. Justify their plan to someone else.</p>

MAKE						
EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
<p>Show good control and coordination in large and small movements</p> <p>Handle equipment and tools effectively, including pencils for writing</p> <p>Safely use and explore a variety of materials and tools, with precision</p> <p>Use different techniques for joining materials, such as how to use adhesive tape and different sorts of glue.</p> <p>Use a range of materials to construct with</p> <p>Experimenting with colour, design, texture, form and function</p>	<p>Make a structure/model using different materials.</p> <p>Cut materials. Select appropriate resources and tools for their building projects.</p>	<p>Choose the best tools and materials.</p> <p>Join things (materials/ components) together in different ways.</p>	<p>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing.</p> <p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p>	<p>Show a good level of expertise when using a range of tools and equipment.</p> <p>Confident about trying out new and different ideas. Experiment with and combine materials and processes to design and make 3D form.</p>	<p>Use a range of tools and equipment expertly. Keep checking that their design is the best it can be.</p> <p>Use textile and sewing skills as part of a project, e.g. hanging, textile book, etc. This could include running stitch, cross stitch, backstitch, appliqué and/or embroidery.</p>	<p>Use tools and materials precisely. Justify why they selected specific materials.</p> <p>Ensure that their work is precise and accurate.</p>
EVALUATE						
EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
<p>Discuss problems and how they might be solved as they arise.</p> <p>Reflect on how they have achieved their aims.</p>	<p>Talk about their own work and things that other people have done.</p>	<p>Explain what went well with their work.</p> <p>Explain what they would improve, if they were to do it again.</p>	<p>Explore and evaluate a range of existing products.</p>	<p>Evaluate their product, thinking of both appearance and the way it works.</p> <p>Take time to consider how they could have made their idea better.</p>	<p>Check whether anything could be improved.</p> <p>Evaluate appearance and function against the original criteria.</p>	<p>Test and evaluate their final product.</p> <p>Evaluate if it is fit for purpose.</p> <p>Consider improvements.</p> <p>Consider how their product meets all design criteria.</p>
TECHNICAL KNOWLEDGE						
EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
<p>Use different techniques for joining materials, such as how to use adhesive tape and different sorts of glue.</p>	<p>Explain which tools they are using.</p> <p>Describe how something works.</p> <p>Describe the materials using different words.</p> <p>Make a product which moves.</p> <p>Make their model stronger if it needs to be.</p>	<p>Use joining, folding or rolling to make it stronger.</p> <p>Incorporate some type of movement into models.</p>	<p>Use a range of techniques to shape and mould.</p>	<p>Use a range of advanced techniques to shape and mould.</p> <p>Attempt to make their product strong.</p>	<p>Begin to understand and use mechanical systems in their product eg gears and pulleys.</p> <p>Ensured that their product is strong and fit for purpose.</p> <p>Begin to apply their understanding of computing to program, monitor and control their products</p>	<p>Understand and use mechanical systems in their product eg gears and pulleys.</p> <p>Understand and use electrical systems in their products eg series circuits with switches, bulbs, buzzers and motors.</p> <p>Apply their understanding of computing to program, monitor and control their products</p>

COOKING AND NUTRITION

EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
<p>Begin to develop a food vocabulary using taste, texture and feel.</p> <p>Explore familiar food products e.g. fruit and vegetables. Stir, spread, knead, and shape a range of food and ingredients.</p> <p>Begin to work safely and hygienically. Start to think about the need for a variety of foods in a diet.</p> <p>Children know the importance for good health of physical exercise and a healthy diet, and talk about ways to keep healthy and safe.</p>	<p>Understand that all food comes from plants or animals.</p> <p>Know that everyone should eat at least 5 portions of fruit and vegetables every day.</p> <p>Know how to prepare simple dishes safely and hygienically, without using a heat source.</p> <p>Know how to use techniques such as cutting, peeling and grating.</p> <p>Measure and weigh food items using nonstandard measures (e.g. spoons, cups)</p>	<p>Understand that food comes from plants and animals.</p> <p>Understand how to name and sort foods into the 5 food groups (e.g. could use the Eat Well plate)</p> <p>Recognise the need for a variety of food in a healthy diet.</p> <p>Demonstrate how to prepare simple dishes safely and hygienically, without using a heat source.</p> <p>Demonstrate how to use techniques such as cutting, peeling and grating.</p> <p>Measure and weigh ingredients appropriately.</p>	<p>Understand how to prepare and cook a variety of dishes including experience of using a heat source.</p> <p>Begin to understand how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.</p> <p>Know how a healthy diet is made up from a variety and balance of different foods and drinks.</p> <p>Begin to know that to be active and healthy, food and drink are needed to provide energy for the body.</p> <p>Measure and weigh ingredients appropriately.</p>	<p>Understand that food is grown, reared and caught in the UK, Europe and the wider world.</p> <p>Understand how to prepare and cook a savoury dish, including experience of using a heat source.</p> <p>Understand what to do to be hygienic and safe</p> <p>Measure and weigh ingredients appropriately.</p>	<p>Begin to understand that seasons may affect the food available.</p> <p>Explain what times of year particular foods are eaten in.</p> <p>Demonstrate increasing confidence in how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.</p> <p>Describe what to do to be safe and hygienic.</p> <p>Use appropriate tools and equipment, weighing and measuring with scales.</p>	<p>Explain how ingredients are grown, reared and caught.</p> <p>Understand seasonality and know where and how a variety of ingredients are grown and processed</p> <p>Understand how to use a range of techniques such as peeling, slicing, chopping, grating, mixing, spreading and baking.</p> <p>Use appropriate tools and equipment, weighing and measuring with scales.</p>