What do you know? Design & Technology

EYFS
ELG: Physical Development - Fine Motor Skills
Use a range of small tools, including scissors, paintbrushes and cutlery.
ELG: Expressive Arts and Design - Creating with Materials 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.
Year 1
design a product which moves
use their own ideas to design something & describe how their own idea works
explain to someone else how they want to make their product and make a simple plan before making
make product which moves
choose appropriate tools and resources
use own ideas to make something
describe how something works
explain what works well & not so well in the model that they have made
make their own model stronger
cut food safely
Year 2
explain why they have chosen specific textiles
think of an idea and plan what to do next
choose tools and materials and explain why they have
chosen them join materials and components in different ways
join materials and components in different ways
measure materials to use in a model or structure (shelter)
explain what went well with their work
make a model stronger and more stable
use wheels and axles when appropriate to do so
weigh ingredients to use in a recipe
describe the ingredients used when making a dish or a cake
Year 3
design a product and make sure that it looks attractive
choose a material for both its suitably and its appearance
prove that a design meets a set criteria
select the most appropriate tools & techniques
for a given task work accurately to measure, make cuts & make holes
make a product which uses mechanical components
follow a step-by-step plan, choosing the right equipment & materials
make a product which uses both electrical components
explain how to improve a finished model
know why a model has, has not been successful
know how to strengthen a product by stiffening a given part or reinforce a part of the structure
use a simple IT program within the design (link with graph recording)
Year 4
produce a plan and explain it
communicate ideas in a range of ways, including sketches and drawings which are annotated
use ideas from other people when designing
persevere and adapt when original ideas do not work
know which tools are used for a specific task and show

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knowledge of handling the tool
know which material is likely to give the best outcome
measure accurately
explain how the original design has been improved
evaluate and suggest improvement for design
present a product in an interesting way
evaluate products for both purpose and design
use IT where appropriate to add to the quality of the product
link scientific knowledge by using lights, switches or buzzers
use electrical systems to enhance the quality of the product
know how to be both hygienic and safe when using food
bring a creative element to the food product being designed
Year 5
come up with a range of ideas after collecting information
produce a step-by-step plan
design a product that requires pulleys or gears
explain how a product will appeal to a specific audience
use a range of tools and equipment competently
make a product that relies on pulleys and gears
make a prototype before making a final version
evaluate appearance and function against original criteria
suggest alternative plans; outlining the positive features and drawbacks
link specific knowledge of design by using pulleys or gears
use more complex IT program to help enhance the quality of the product produced
be both hygienic and safe in the kitchen
know how to prepare a meal by collecting the ingredients in the first place
know which season various foods are available for harvesting
Year 6
show that culture and society is considering in plans and designs
follow and refine original plans
use market research to inform plans and ideas
justify planning in a convincing way
know which tool to use for a specific practical task
know how to use any tool correctly and safely
know what each tool is used for
explain why a specific tool is best for a specific action
know how to test and evaluate designed products
evaluate product against clear criteria
explain how products should be stored and give reasons
use electrical systems correctly and accurately to enhance a given product
know which IT product would further enhance a specific product
use knowledge to improve a made product by strengthening, stiffening or reinforcing
explain how food ingredients should be stored and give reasons
work with a budget to create a meal
understand the difference between a savoury and a sweet dish