

Wedmore Design and Technology Progression in Skills

Key Stage 1 Design and Technology			
Coverage	Year 1		Year 2
		<ul style="list-style-type: none"> • Develop basic principles of balanced eating and where food comes from. • Perform simple, useful, practical tasks. • Know about good design, everyday products and use correct technical vocabulary. • Communicate ideas simply such as through drawing, jottings, modelling, in 2D and 3D, where appropriate, using ICT to record and develop designs. 	
Skills	DESIGN Developing and planning ideas/	<ul style="list-style-type: none"> • Draw on their own experience to help generate ideas. • Suggest ideas and explain what they are going to do. • Identify a target group for what they intend to design and make. • Model ideas in card and paper • Develop their design ideas, applying findings from their earlier research. 	<ul style="list-style-type: none"> • Generate ideas by drawing on their own, and other people's experiences. • Develop their design ideas through discussion, observation, drawing and modelling. • Identify design criteria • Make drawings and label parts for the design process.
	MAKE and TECHNICAL Using techniques to develop products	<ul style="list-style-type: none"> • With help, measure, mark out, cut and shape a range of materials. • Select and use appropriate fruit and vegetable processes and tools. • Practice basic food handling, hygienic practices and personal hygiene. • Use simple finishing techniques to improve the appearance of their food. 	<ul style="list-style-type: none"> • Select tools and materials • Measure, cut and score with some accuracy • Use hand tools safely and appropriately • Identify design criteria • Make drawings and label parts for design process.
	EVALUATE	<ul style="list-style-type: none"> • Evaluate by discussing how well it works in relation to the purpose. • Ask questions about what they have made and how they have gone about it 	<ul style="list-style-type: none"> • 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. • Evaluate designs by other people to learn from them.

Key Stage 2 Design and Technology

Key Stage 2 Design and Technology			
Coverage	Year 3		Year 4
		<ul style="list-style-type: none"> • Develop skills and safe use of a wider range of tools and equipment through a range of practical tasks. • Extend the skills to communicate ideas visually in 2D and 3D including through the use of ICT. • Connect to local crafts or industries 	
Skills	DESIGN Developing and planning ideas/	<ul style="list-style-type: none"> • Generate ideas for an item, considering the purpose and the user/s • Identify a purpose and establish criteria for a successful product. • Plan the order of their work before starting. • Explore, develop and communicate design proposals by modelling ideas. • Make detailed drawings with labels when designing. 	<ul style="list-style-type: none"> • Generate ideas, considering the purposes for which they are designing • Make labelled drawings from different views showing specific features • Develop 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 • Identify criteria that can be used for their own designs
	MAKE and TECHNICAL Using techniques to develop products	<ul style="list-style-type: none"> • Select tools and techniques for making their product and work safely/accurately • Measure, mark out, cut, score and assemble components with more accuracy • Measure, tape or pin, cut and join fabric with some accuracy • Use finishing techniques to strengthen and improve the appearance of their work 	<ul style="list-style-type: none"> • Select appropriate tools and techniques for making their product • Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques. • Join and combine materials and components accurately in temporary and permanent ways • Use simple graphical communication techniques • Demonstrate hygienic food preparation and storage
	EVALUATE	<ul style="list-style-type: none"> • Think about their ideas as they make progress and be willing to change things if this helps them to improve their work • Evaluate their product against original design criteria 	<ul style="list-style-type: none"> • Disassemble and evaluate familiar products • Evaluate their products carrying out appropriate tests