



DESIGN AND TECHNOLOGY SKILLS TO BE TAUGHT

AREA	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Design	Design purposeful, functional products Generate, model and communicate ideas through talking and drawing	Design purposeful, functional and appealing products using design criteria Generate, model and communicate ideas through talking, drawing, templates, mock-ups and ICT	Use research and criteria to develop products which are fit for purpose and appealing Use annotated sketches and prototypes to explain ideas	Use research and criteria to develop products which are fit for purpose, innovative and appealing Use annotated sketches and prototypes to clearly explain ideas	Use research and criteria to develop products which are fit for purpose and aimed at specific age groups Use annotated sketches, cross-section diagrams and computer-aided design to communicate their ideas	Use research and criteria to develop products which are fit for purpose and aimed at specific age groups Use annotated sketches, cross-section diagrams and computer-aided design to clearly communicate their ideas
Make	Use tools and materials to complete practical tasks Select from a wide range of materials, including construction materials, textiles and ingredients Build and improve structure and mechanisms	Use a range of tools and materials to complete practical tasks Select from a wide range of materials, including construction materials, textiles and ingredients according to their characteristics Build and improve structure and mechanisms	Use mechanical systems in their own work Perform practical tasks, such as cutting, shaping, joining and finishing Use a range of materials and components, including construction materials, textiles and ingredients, beginning to consider different qualities	Use mechanical systems in their own work Perform practical tasks, such as cutting, shaping, joining and finishing Use a range of materials and components, including construction materials, textiles and ingredients, beginning to consider different qualities	Use mechanical and electrical systems in own products, including programming Select tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing Select materials and components, including construction materials, textiles and ingredients, according to their functional and aesthetic qualities	Choose suitable mechanical and electrical systems for their own products, including programming Select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately Select from a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional and aesthetic qualities
Evaluate	Evaluate existing products and own ideas	Evaluate existing products and own ideas against design criteria	Evaluate existing products and suggest improvements to their own work, considering design criteria	Evaluate existing products and suggest improvements to their own work, considering the design criteria and views of others	Evaluate existing products and improve own work, considering the design criteria, aesthetic qualities and views of others Understand how key events and individuals in design and technology have helped shape the world	Evaluate existing products and improve own work, considering the design criteria, aesthetic qualities and views of others Understand how key events and individuals in design and technology have helped shape the world
Technical Knowledge	Explore how structures can be made stronger, stiffer and more stable	Explore how structures can be made stronger, stiffer and more stable Explore and use mechanisms in their structures such as levers, sliders, wheels and axels	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Use mechanical systems in their own work, such as levers, sliders and pulleys	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Use mechanical systems in their own work, such as levers, sliders and pulleys and cams	Apply their understanding of how to strengthen, stiffen and reinforce a range of more complex structures With support, apply their understanding of computing to programme, monitor and control their products	Apply their understanding of how to strengthen, stiffen and reinforce a range of more complex structures Use mechanical systems in their own work, such as levers, sliders and pulleys and cams Use mechanical and electrical systems in own products, including programming



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						With support, apply their understanding of computing to programme, monitor and control their products
Cooking and Nutrition	Understand where food comes from	Understand where food comes from Understand the basic principles of a varied and healthy diet	Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed Prepare and cook mainly savoury dishes, using a range of cooking techniques Understand and apply the principles of a healthy and varied diet	Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed Prepare and cook mainly savoury dishes, using a range of cooking techniques Understand and apply the principles of a healthy and varied diet	Cook savoury dishes for a healthy and varied diet Understand and apply the principle of a healthy and varied diet, showing understanding of how some ingredients are grown, reared, caught and processed	Cook a range of savoury dishes for a healthy and varied diet, using a variety of cooking techniques Understand and apply the principle of a healthy and varied diet, showing understanding of how a variety of ingredients are grown, reared, caught and processed
Evidence						