

Bullion Lane Primary School Progression of Skills in Design Technology

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Developing, planning and communicating 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 their 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 a purpose for what they intend to design and make. *Identify simple design criteria. *Make simple drawings and label parts. 	<ul style="list-style-type: none"> *Generate ideas for an item, considering its purpose and 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 drawings with labels when designing. 	<ul style="list-style-type: none"> *Generate ideas, considering the purpose 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. *evaluate products and identify criteria that can be used for their own designs. 	<ul style="list-style-type: none"> *Generate ideas through brainstorming and identify a purpose for their product. *Draw up a specification for their design. *Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making it if the first attempts fail. *Use results of investigations, information sources, including ICT when developing design ideas. 	<ul style="list-style-type: none"> *Communicate their ideas through detailed labelled drawings. *Develop a design specification. *Explore, develop and communicate aspects of their design proposals by modelling the ideas in a variety of ways. *Plan the order of their work, choosing appropriate materials, tools and techniques.
Working with tools, equipment, materials and components to make quality products	<ul style="list-style-type: none"> *Make their design using appropriate techniques. *With help measure, mark out, cut and shape a range of materials. 	<ul style="list-style-type: none"> *Begin to select tools and materials; use vocabulary to name and describe them. 	<ul style="list-style-type: none"> *Select tools and techniques for making their product. *Measure and mark out, cut, score and assemble 	<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, 	<ul style="list-style-type: none"> *Select appropriate materials, tools and techniques. *Measure and mark out accurately. *Use skills in using different tools and 	<ul style="list-style-type: none"> *Select appropriate tools, materials, components and techniques. *Assemble components to

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<p>(including food).</p>	<ul style="list-style-type: none"> *Use tools, e.g. scissors and a hole punch safely. *Assemble, join and combine materials and components together using a variety of temporary methods, e.g. glues or masking tape. *Select and use appropriate fruit and vegetables, processes and tools. *Use basic food handling, hygienic practices and personal hygiene. *Use simple finishing techniques to improve the appearance of their product. 	<ul style="list-style-type: none"> *Measure, cut and score with some accuracy. *Use hand tools safely and appropriately. *Assemble, join and combine materials in order to make a product. *Cut, shape and join fabric to make a simple garment. *Use basic sewing techniques. *follow safe procedures for good safety and hygiene. *Choose and use appropriate finishing techniques. 	<p>components with more accuracy.</p> <ul style="list-style-type: none"> *Work safely and accurately with a range of simple tools. *Think about their ideas as they make progress and be willing to change things if this helps them improve their work. *Measure, tape or pin, cut and join fabric with some accuracy. *Demonstrate hygienic food preparation and storage. *Use finishing techniques strengthen and improve the appearance of their product using a range of equipment including ICT. 	<p>using appropriate tools, equipment and techniques.</p> <ul style="list-style-type: none"> *Join and combine materials and components accurately in temporary and permanent ways. *Sew using a range of different stitches, weave and knit. *Measure, tape, pin, cut and join fabric with some accuracy. *Use simple graphical communication techniques. 	<p>equipment safely and accurately.</p> <ul style="list-style-type: none"> *Weigh and measure accurately (time, dry ingredients, liquids). *Apply the rules for basic food hygiene and other safe practices, e.g. hazards relating to the use of ovens. *Cut and join with accuracy to ensure a good quality finish to the product. 	<p>make working models.</p> <ul style="list-style-type: none"> *Use tools safely and accurately. *Construct products using permanent joining techniques. *Make modifications as they go along. *Pin, sew and stitch materials together to create a product. *Achieve a quality product.
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<p>Evaluating processes and products.</p>	<p>*Evaluate their product by discussing how well it works in relation to the purpose. Evaluate their products as they are developed, identifying strengths and possible changes they might make. *Evaluate their product by asking questions about what they have made and how they have gone about it.</p>	<p>*Evaluate against their design criteria. *Evaluate their products as they are developed, identifying strengths and possible changes they might make. *Talk about their ideas, saying what they like and dislike about them.</p>	<p>*Evaluate their product against original design criteria, e.g. how well it meets its intended purpose. *Disassemble and evaluate familiar products.</p>	<p>*Evaluate their work both during and at the end of the assignment. *Evaluate their products, carrying out appropriate tests.</p>	<p>*Evaluate a product against the original design specification. *Evaluate it personally and seek evaluation from others.</p>	<p>*Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests. *Record their evaluations using drawings with labels. *Evaluate against their original criteria and suggest ways that their product could be improved.</p>
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