Design and Technology Progression of Skills

	YEAR 3	YEAR 4	YEAR 5	YEAR 6
DEVELOPING,	Generate ideas,	Generate ideas,	Generate ideas through	Communicate ideas
PLANNING AND	considering purpose and	considering purpose and	mind-mapping and	through detailed labelled
COMMUNICATION	user	user	identify purpose	drawings
COMMONICATION	Identify purpose and	Make labelled drawings	Draw up a specification	Develop a design
	criteria for success	from different views	for design	specification
	Plan the order of work	showing features	Develop clear ideas of	Explore, develop and
	Experiment, develop and	Develop clear ideas of	process: plan materials,	communicate aspects by
	communicate design by	process: plan materials,	equipment, alter methods	modelling ideas in a
	drawing with labels	equipment, alter	(plan B)	variety of ways
		methods (plan B)	Use resources and ICT	Plan the order of work and
		Evaluate and identify	when developing designs	select materials, tools and
		improvements		techniques
WORKING WITH	Select tools and	Select appropriate tools	Select appropriate	Select appropriate
TOOLS, EQUIPMENT,	techniques to make	and techniques to make	materials, tools and	materials, tools and
MATERIALS	products	products	techniques	techniques
COMPETENTLY TO	Measure, mark, cut, score	Measure, mark, cut and	Mark and measure	Assemble components,
	and assemble	shape a range of	accurately	make working models
MAKE QUALITY	components with more	materials using tools	Use tools and equipment	Use tools safely and
PRODUCTS	accuracy	Join and combine	safely and accurately	accurately
	Work safely and	materials and	Weigh and measure	Construct using
	accurately with simple	components in temporary	accurately (time,	permanent joining
	tools	and permanent ways	ingredients, liquids)	techniques
	Consider ideas and be	Sew in a range of	Apply rules for basic food	Make modifications as
	willing to change	different stitches, weave	hygiene and safe	they go
	elements if it helps	and knit	practices (ie ovens)	Pin, sew and stitch to
	improve them	Measure, tape or pin, cut		create products
		and join fabric		Achieve a quality product

	Measure, tape, pin, cut and join fabric Demonstrate hygienic food prep and storage Use finishing techniques and strengthen and improve the appearance of products		Cut and join with accuracy to get a good quality finish			
EVALUATING	Evaluate products against original design criteria Discuss and evaluate familiar products	Evaluate work during and after assignment Evaluate product carrying out tests	Evaluate products against original design Evaluate personally and seek evaluation from others	Evaluate products: strengths, weaknesses and perform tests Record evaluations with drawings and labels Evaluate against original criteria and suggest improvements		
GENERAL						