

Aberford C of E Primary School – Design and Technology Progression of skills

(Updates January 2023)

	Class 2		Class 3		Class 4	
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Developing, planning and communicating ideas					
	<p>Draw on their own experience to help generate ideas Cycle A Summer 2 Designing & Making a 3D School Garden</p> <p>Suggest ideas and explain what they are going to do Identify a target group for what they intend to design and make Cycle A Summer 2 Designing & Making a 3D School Garden</p> <p>Model their ideas in card and paper Cycle A Spring 1 Making and Designing Castles</p>	<p>Generate ideas by drawing on their own and other people's experiences Cycle B Spring 1 Designing & Making Rockets/vehicles</p> <p>Develop their design ideas through discussion observation, drawing and modelling Cycle B Spring 1 Designing & Making Rockets/vehicles</p> <p>Identify a purpose for what they intend to design and make Identify simple design criteria Cycle B Spring 2 Designing & Making – 3D Moving Aquarium Make simple drawings and label parts</p>	<p>Generate ideas for an item, considering its purpose and the user/s Cycle A Summer 1 Mini Greenhouses</p> <p>Identify a purpose and establish criteria for a successful product Cycle A Summer 1 Mini Greenhouses</p> <p>Plan the order of their work before starting Cycle A Summer 1 Mini Greenhouses</p> <p>Explore, develop and communicate design proposals by modelling ideas Cycle A Spring 2 Moving Models Volcanoes</p>	<p>Generate ideas, considering the purposes for which they are designing Cycle B Spring 1 Torches</p> <p>Make labelled drawings from different views showing specific features Cycle B Spring 1 Torches</p> <p>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 Cycle B Spring 1 Torches</p>	<p>Generate ideas through brainstorming and identify a purpose for their product Cycle A Autumn 2 Fairground</p> <p>Draw up a specification for their design Cycle A Autumn 2 Fairground</p> <p>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 Cycle A Autumn 2 Fairground</p>	<p>Communicate their ideas through detailed labelled drawings Cycle B Spring 1 Building Bridges</p> <p>Develop a design specification Cycle B Spring 1 Building Bridges</p> <p>Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways Cycle B Spring 1 Building Bridges</p>

	Develop their design ideas applying findings from their earlier research Cycle A Spring 1 Making Designing Castles. Cycle A Summer 2 Design and make a 3 D Garden	Cycle B Spring 2 Designing & Making – 3D Moving Aquarium	Make drawings with labels when designing Cycle A Summer 1 Mini Greenhouses	Evaluate products and identify criteria that can be used for their own designs Cycle B Spring 1 Torches	Use results of investigations, information sources, including ICT when developing design ideas Cycle A Autumn 2 Fairground	Plan the order of their work, choosing appropriate materials, tools and techniques Cycle B Spring 1 Building Bridges
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Working with tools, equipment, materials and components to make quality products (Inc. food)

	Make their design using appropriate techniques Cycle A Spring 1 Making and Designing Castles	Begin to select tools and materials; use vocab' to name and describe them Cycle B Spring 2 Designing & Making 3D Aquarium	Select tools and techniques for making their product Cycle A Summer 1 Mini Green Houses	Select appropriate tools and techniques for making their product Cycle B Summer 1 Pyramid Structures	Select appropriate materials, tools and techniques Cycle A Spring 2 WW2 Shelters, Planes and Gas Mask Boxes	Select appropriate tools, materials, components and techniques Cycle B Spring 1 Building Bridges
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	With help measure, mark out, cut and shape a range of materials Use tools e.g. scissors and a hole punch safely Cycle A Spring 1 Making and Designing Castles Assemble, join and combine materials and	Measure, cut and score with some accuracy Cycle B Spring 2 Designing & Making 3D Aquarium Use hand tools safely and appropriately Cycle B Spring 2 Designing & Making 3D Aquarium	Measure, mark out, cut, score and assemble components with more accuracy Cycle A Summer 1 Mini Green Houses Work safely and accurately with a range of simple tools Cycle A Summer 1 Mini Green Houses	Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques Cycle B Summer 2 Pyramid Structures Join and combine materials and	Measure and mark out accurately Cycle A Spring 2 WW2 Shelters, Planes and Gas Mask Boxes Use skills in using different tools and equipment safely and accurately	Assemble components make working models Cycle B Spring 1 Building Bridges Use tools safely and accurately
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	<p>components together using a variety of temporary methods e.g. glues or masking tape Cycle A Spring 1 Designing and Making Castles.</p> <p>Select and use appropriate fruit and vegetables, processes and tools Cycle A Autumn 2 Design a Healthy Meal</p> <p>Use basic food handling, hygienic practices and personal hygiene Cycle A Autumn 2 Design a Healthy Meal</p> <p>Use simple finishing techniques to improve the appearance of their product Cycle A Spring 1 Making Designing Castles. Cycle A Summer 2 Design and make a 3 D Garden</p>	<p>Assemble, join and combine materials in order to make a product Cycle B Spring 2 Designing & Making 3D Aquarium</p> <p>Cut, shape and join fabric to make a simple garment. Use basic sewing techniques Cycle B Spring 2 Designing & Making 3D Aquarium</p> <p>Follow safe procedures for food safety and hygiene Cycle B Autumn 2 Design a Meal</p> <p>Choose and use appropriate finishing techniques Cycle B Spring 2 Designing & Making 3D Aquarium</p>	<p>Think about their ideas as they make progress and be willing change things if this helps them improve their work Cycle A Summer 1 Mini Green Houses</p> <p>Measure, tape or pin, cut and join fabric with some accuracy Cycle A Autumn 2 Textiles</p> <p>Use finishing techniques strengthen and improve the appearance of their product using a range of equipment Cycle A Summer 1 Mini Green Houses</p>	<p>components accurately in temporary and permanent ways Cycle B Summer 2 Pyramid Structures</p> <p>Sew using a range of different stitches, weave and knit Cycle B Autumn 2 Designing & Making</p> <p>Measure, tape or pin, cut and join fabric with some accuracy Cycle B Autumn 2 Designing & Making</p> <p>Use simple graphical communication techniques Cycle A Summer 2 Pyramid Structures</p>	<p>Cycle A Spring 2 WW2 Shelters, Planes and Gas Mask Boxes</p> <p>Weigh and measure accurately (time, dry ingredients, liquids) Cycle A Summer 2 Great British Dishes</p> <p>Apply the rules for basic food hygiene and other safe practices e.g. hazards relating to the use of ovens Cycle A Summer 2 Great British Dishes</p> <p>Cut and join with accuracy to ensure a good-quality finish to the product Cycle A Spring 2 WW2 Shelters, Planes and Gas Mask Boxes</p>	<p>Cycle B Spring 1 Building Bridges</p> <p>Construct products using permanent joining techniques Cycle B Spring 1 Building Bridges</p> <p>Make modifications as they go along Cycle B Spring 1 Building Bridges</p> <p>Pin, sew and stitch materials together create a product Cycle B Autumn 1 Fashion and Textiles</p> <p>Achieve a quality product Cycle B Autumn 1 Fashion and Textiles</p>

Evaluating processes and products

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	<p>Evaluate their product by discussing how well it works in relation to the purpose</p> <p>Cycle A Spring 1 Making Designing Castles.</p> <p>Cycle A Summer 2 Design and make a 3 D Garden</p>	<p>Evaluate against their design criteria</p> <p>Cycle B Spring 1 Designing & Making Rockets/Vehicles</p> <p>Evaluate their products as they are developed, identifying strengths and</p>	<p>Evaluate their product against original design criteria e.g. how well it meets its intended purpose</p> <p>Cycle A Spring 2 Moving Models Volcanoes</p>	<p>Evaluate their work both during and at the end of the assignment</p> <p>Cycle B Spring 1 Torches</p>	<p>Evaluate a product against the original design specification</p> <p>Cycle A Autumn 2 Fairground</p>	<p>Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests</p> <p>Cycle B Spring 1 Building Bridges</p>
	<p>Evaluate their products as they are developed, identifying strengths and possible changes they might make</p> <p>Cycle A Spring 1 Making Designing Castles.</p> <p>Cycle A Summer 2 Design and make a 3 D Garden</p> <p>Evaluate their product by asking questions about what they have made and how they have gone about it</p> <p>Cycle A Spring 1 Making Designing Castles.</p> <p>Cycle A Summer 2 Design and make a 3 D Garden</p>	<p>possible changes they might make</p> <p>Cycle B Spring 1 Designing & Making Rockets/Vehicles</p> <p>Talk about their ideas, saying what they like and dislike about them</p> <p>Cycle B Spring 1 Designing & Making Rockets/Vehicles</p>	<p>Disassemble and evaluate familiar products</p> <p>Cycle A Spring 2 Moving Models Volcanoes</p>	<p>Evaluate their products carrying out appropriate tests</p> <p>Cycle B Spring 1 Torches</p>	<p>Evaluate it personally and seek evaluation from others</p> <p>Cycle A Autumn 2 Fairground</p>	<p>Record their evaluations using drawings with labels</p> <p>Cycle B Spring 1 Building Bridges</p> <p>Evaluate against their original criteria and suggest ways that their product could be improved</p> <p>Cycle B Spring 1 Building Bridges</p>