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

	Class 2		Class 3		Class 4	
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Developing, planning and communicating ideas					
	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	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	Generate ideas for an item, considering its 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 drawings with labels when designing	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 Evaluate products and identify criteria that can be used for their own designs	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 if the first attempts fail Use results of investigations, information sources, including ICT when developing design ideas	Communicate their ideas through detailed labelled drawings Develop a design specification Explore, develop and communicate aspects of their design proposals by modelling their 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 (Inc. food)					
	Make their design using appropriate techniques	Begin to select tools and materials; use vocab' to name and describe them	Select tools and techniques for making their product	Select appropriate tools and techniques for making their product	Select appropriate materials, tools and techniques	Select appropriate tools, materials, components and techniques

With help measure, mark out, cut and shape a range of materials 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	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 food safety and hygiene Choose and use appropriate finishing techniques	Measure, mark out, cut, score and assemble components with more accuracy Work safely and accurately with a range of simple tools Think about their ideas as they make progress and be willing 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	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 Sew using a range of different stitches, weave and knit Measure, tape or pin, cut and join fabric with some accuracy Use simple graphical communication techniques	Measure and mark out accurately Use skills in using different tools and equipment safely and accurately 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	Assemble components make working models Use tools safely and accurately Construct products using permanent joining techniques Make modifications as they go along Pin, sew and stitch materials together create a product Achieve a quality product

Evaluating processes and products					
Evaluate their product by discussing how well it works in relation to the purpose	Evaluate against their design criteria Evaluate their products as they are developed, identifying strengths and	Evaluate their product against original design criteria *e.g. how well it meets its intended purpose*	Evaluate their work both during and at the end of the assignment	Evaluate a product against the original design specification	Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests

	Evaluate their products as they are developed, identifying strengths and possible changes they might make	possible changes they might make	Disassemble and evaluate familiar products	Evaluate their products carrying out appropriate tests	Evaluate it personally and seek evaluation from others	Record their evaluations using drawings with labels
	Evaluate their product by asking questions about what they have made and how they have gone about it	Talk about their ideas, saying what they like and dislike about them				Evaluate against their original criteria and suggest ways that their product could be improved