This document outlines the progression of design and technology objectives, separated into the following areas:

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	Early Years Designers:	Key Stage One Designers:	Lower Key Stage Two Designers:	
	 Design: I can explore the strength of different materials. (CyA:Sp2) I can design a bird box. (CyA:Sp2) I can test materials whilst planning my design. (CyB:Au2) 	 Design: I know who the intended user of my product is. (CyA:Au2; CyB:Au2) I can explore existing products. (CyA:Au2; CyB:Au2) I can design products that have a clear purpose and an intended user. (CyA:Au2; CyB:Au2) 	 Design: I can produce cross-sectional diagrams to plan my design. (CyA:Au2) I know that I must design with my intended user in mind. (CyA:Sp2) I can create annotated sketches to plan my design. (CyA:Sp2) I can create a prototype to design a large product. (CyA:Sp2) I can investigate and analyse existing products to observe how a pulley system works. (CyB:Au2) I can design a functional structure. (CyB:Au2) I can communicate my ideas by drawing annotated sketches and exploded diagrams. (CyB:Su2) I can investigate and analyse existing designs when planning my snapping crocodile. (CyB:Su2) 	 Design: I can des I can use purpose. I can gen sketches I can con sketches I can des
Construction	 Make: I can carefully cut strong materials, using the correct tools, with the support of an adult. (CyA:Sp2) I can cut within a few centimetres of a line, using scissors. (CyB:Au2) I can join materials using glue. (CyA:Sp2) I can shape plasticine using my fingers. (CyB:Au2) 	 Make: I can safely demonstrate a range of cutting and shaping techniques such as tearing, cutting, folding and curling. (CyA:Au2; CyB:Au2) I can measure and mark out to the nearest centimetre. (CyA:Au2; CyB:Au2) I can demonstrate a range of joining techniques, such as gluing and hinges. (CyA:Au2; CyB:Au2) 	 Make: I can cut along a line accurately and neatly. (CyA:Au2) I can create a conical net. (CyA:Au2) I can use a slit and tab to join without glue. (CyA:Au2) I can select materials and components that are fit for purpose. (CyA:Sp2) I can apply my knowledge of electrical circuits to add a light to my design. (CyA:Sp2) I can join construction materials to make a sturdy structure. (CyB:Au2) I can use a pulley system to create a moving part. (CyB:Au2) I can select and use the correct tools to join my materials. (CyB:Su2) 	Make: I can use I can use structure I can use buzzer to I can sele compone (CyB:Au2 I can use structure I can use (CyB:Su2
	 Evaluate: I can say what I like about my bird house. (CyA:Au2) I can recount how I made my bird house. (CyA:Au2) I can recount how I made my floating boat. (CyB:Au2) I can explain why it was helpful to test materials before making my boat. (CyB:Au2) 	 Evaluate: I can refine my designs as work progresses. (CyA:Au2; CyB:Au2) 	 Evaluate: I can evaluate the success of my model and explain how it could be improved. (CyA:Au2) I know how the inventions of Thomas Edison have helped to shape the world. (CyA:Sp2) I can evaluate my design and suggest improvements. (CyB:Au2) I can evaluate my product against my own existing design. (CyB:Su2) 	 Evaluate: I can test an earth designs. I can con work. (Cy I can eva criteria. I can inve observe I can eva by comp (CyB:Su2



Upper Key Stage Two Designers:

esign a prototype of my building. (CyA:Au2) se research to develop a structure that is fit for se. (CyA:Au2)

enerate ideas through discussion, annotated es and cross-sectional diagrams. (CyA:Sp2) ommunicate my ideas by creating annotated es and exploded diagrams. (CyB:Au2)

esign a functional structure. (CyB:Su2)

se saws to cut wood to size. (CyA:Au2) se sanding to give a smooth finish. (CyA:Au2) se wood, saws and sandpaper to create a ure for my building. (CyA:Sp2) se electrical circuits to add lightbulbs and a to my building. (CyA:Sp2)

elect from a wide range of materials and onents, according to their functional properties.

pin construction materials to make a sturdy ure. (CyB:Su2)

se a pulley system to create a moving part. u2)

est my product to check that it would withstand thquake. I can use this test to influence future is. (CyA:Au2)

onsider the views of others to improve my (CyA:Sp2)

valuate my products against my own design a. (CyB:Au2)

nvestigate and analyse existing products to /e how a pulley system works. (CyB:Su2) valuate my design and suggest improvements

aparing my design to other people's designs. u2)

	 Technical Knowledge: I know how a net folds to make a 3D shape. (CyA:Sp2) I know that different materials are suitable for different purposes. (CyB:Au2) I know that some materials are strong and some materials are weak. (CyA:Sp2) I know how to use tools safely. (CyA:Sp2) I know how to shape materials such as plasticine. (CyB:Au2) I know how to cut materials safely using scissors. (CyB:Au2) I know how to cut materials accurately using scissors. (CyB:Au2) 	 Technical Knowledge: I know that the process for designing and making involves researching, creating and evaluating. (CyA:Au2; CyB:Au2; CyA:Sp2) I know how to keep myself and others safe when using equipment and tools. (CyA:Au2; CyB:Au2; CyA:Sp2) 	 Technical Knowledge: I know how to mix solutions safely. (CyA:Au2) I know how to strengthen, stiffen and reinforce the conical volcano structure. (CyA:Au2) I know how to use a safety scalpel to cut a slit. (CyA:Au2) I know that products must be fit for purpose. (CyA:Sp2) I know that the triangular shape is used within structures for strength. (CyA:Sp2) I know how key events and individuals have helped to change the world. (CyB:Au2) I know how to use pulleys and cams to create a moving part. (CyB:Au2) 	 Technical Kr I know ho structure I know th strength. I know ho and a doo I know ho pulleys, c (CyB:Au2 I know ho to make a I know ho opening o
Construction	net shape materials strong weak properties tools safely strength join waterproof float sink cut	cutting folding gluing safe safely designing evaluate exploring	 I know how to use mechanical systems such as levers and linkages to make a product with moving parts. (CyB:Su2) I know the difference between levers and linkages. (CyB:Su2) solutions safety precautions conical joining techniques finishing cross-sectional diagram electrical circuit waterproof fit for purpose prototype model strength structure pulley system functional cams mechanical system lever linkage exploded diagram 	product test triangular series circuit switches buzzers cells motors electrical sys mechanical sys functions pulley system tension



Knowledge: / how to strengthen and stiffen complex ures. (CyA:Au2) / that triangles are used in structures for (th. (CyA:Au2) / how to use electrical systems to add lighting doorbell to my building. (CyA:Sp2) / how to use mechanical systems, such as gears, s, cams, levers and linkages, in my product. (the systems such as motors ke a moving product. (CyB:Au2)

/ how to use a pulley system to create an ng door. (CyB:Su2)

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cuit

systems al systems

tem

	Early Years Designers:	Key Stage One Designers:	Lower Key Stage Two Designers:	
	 Design: I can design a sock puppet. (CyA:Au2) I can design a hat. (CyB:Sp1) 	 Design: I can explore existing designs. (CyA:Sp2; CyB:Sp1) 	 Design: I know how the invention of electronic sewing machines helped to shape the world. (CyB:Sp1) I can use research to design an appealing product. (CyB:Sp1) I can develop my design by analysing pattern pieces from 1960s fashion. (CyB:Sp1) 	Design: • I can u (CyB:S
Sewing	 Make: I can cut material safely. (CyA:Au2; CyB:Sp1) I can cut within a few centimetres of the line. (CyA:Au2; CyB:Sp1) I can push a needle through two pieces of material. (CyA:Au2; CyB:Sp1) I can pull thread through two pieces of fabric. (CyA:Au2; CyB:Sp1) I can use a glue spreader to attach eyes to my sock puppet. (CyA:Au2) 	 Make: I can shape textiles using templates. (CyA:Sp2; CyB:Sp1) I can join textiles using running stitch. (CyA:Sp2; CyB:Sp1) I can sew sequins onto my design. (CyA:Sp2; CyB:Sp1) 	 Make: I can use the backstitch to join my fabric. (CyB:Sp1) I can tie a knot at the end of my thread. (CyB:Sp1) I can thread a needle with a large eye. (CyB:Sp1) I can sew my fabric with right sides together and then turn them inside out to give a smooth finish. (CyB:Sp1) 	Make: I know (CyB:S I can c I can c access finishe I can s
	 Evaluate: I can say what I like about my sock puppet. (CyA:Au2) I can recount how I made my sock puppet. (CyA:Au2) I can say what I like about my teddy bear's hat. (CyB:Sp1) I can recount how I made my teddy bear's hat. (CyB:Sp1) 	 Evaluate: I can refine my designs as work progresses. (CyA:Sp2; CyB:Sp1) 	 Evaluate: I can evaluate my product against my own design. (CyB:Sp1) 	Evaluate • I can my fi
	 Technical Knowledge: I know how to use a needle safely. (CyA:Au2; CyB:So1) I know how to join two materials using a needle and thread. (CyA:Au2; CyB:Sp1) I know how to use scissors safely to cut. (CyA:Au2; CyB:Sp1) 	 Technical Knowledge: I know that the process for designing and making involves researching, creating and evaluating. (CyA:Sp2; CyB:Sp1) I know how to keep myself and others safe when using equipment and tools. (CyA:Sp2; CyB:Sp1) 	 Technical Knowledge: I know how to use right sides together to hide stitching to create a smooth finish. (CyB:Sp1) 	Technica • I know (CyB:S
	needle thread join material fabric cut safe design push pull	stitching thread running stitch textile template design	backstitch right sides together inside out finishing fabric	blanket s precision finishing



Upper Key Stage Two Designers:

n use research to develop an appealing design. B:Sp1)

now how to the blanket stitch to join fabrics. B:Sp1)

an cut materials with precision. (CyB:Sp1)

n create my own Elizabethan costume

essory, using a blanket stitch to create a

shed edge. (CyB:Sp1)

in select from a wide range of textiles. (CyB:Sp1)

ite:

an consider the view of others when evaluating y final product. (CyB:Sp1)

ical Knowledge: now how to use interfacing to stiffen fabric. /B:Sp1)

et stitch ion ng

	Early Years Designers:	Key Stage One Designers:	Lower Key Stage Two Designers:	
Food Technology	 Design: I can plan my recipe by exploring my likes and dislikes when tasting foods. (CyA:Su1; CyB:Su2) 	 Design: I can design products that have a clear purpose and an intended user. (CyASu1; CyB:Su2) I can taste ingredients to identify likes and dislikes. (CyASu1; CyB:Su2) I can explore how products have been created by studying a simple recipe. (CyASu1; CyB:Su2) 	 Design: I can use research to design appealing products. (CyA:Su1) I can create a prototype with an intended consumer in mind. (CyA:Su1) 	Design: I car (CyA I car cons
	 Make: I can peel an orange and a banana. (CyA:Su1; CyB:Su2) I can use a knife to cut fruit safely, with the support of an adult. (CyA:Su1; CyB:Su2) 	 Make: I can cut, peel or grate ingredients safely and hygienically. (CyASu1; CyB:Su2) I can measure or weigh using measuring cups or electronic scales. (CyASu1; CyB:Su2) I can assemble or cook ingredients. (CyASu1; CyB:Su2) 	 Make: I can use scales to weigh and measure accurately to the nearest gram. (CyA:Su1) I can melt chocolate safely. (CyA:Su1) I can select ingredients based on their properties. (CyA:Su1) I can follow a recipe. (CyA:Su1) 	Make: I car I car to th I car (CyA I car
	 Evaluate: I can say what I like about my recipe. (CyA:Su1; CyB:Su2) I can recount how I made my recipe. (CyA:Su1; CyB:Su2) 	 Evaluate: I can review my recipe. (CyASu1; CyB:Su2) 	 Evaluate: I can gather feedback about my product to evaluate it. (CyA:Su1) 	Evaluate I car eval
Foc	 Technical Knowledge: I know how to use a knife safely to cut pieces of fruit. (CyA:Su1; CyB:Su2) I know how to peel ingredients. (CyA:Su1; CyB:Su2) 	 Technical Knowledge: I know that the process for designing and making involves researching, creating and evaluating. (CyASu1; CyB:Su2) I know how to keep myself and others safe when using equipment and tools. (CyASu1; CyB:Su2) 	 Technical Knowledge: I know how to use electric scales to weigh out ingredients. (CyA:Su1) I know how to heat ingredients safely. (CyA:Su1) 	Technica I kno I kno I kno I kno Val (CyA
	peel cut recipe slice chop mix plan	healthy diet peeling chopping tasting evaluating ingredients weighing measuring cook taste likes dislikes	produced ingredients (un)healthy grams content consumer	prepare utensils whisking measurir nutrition



Upper Key Stage Two Designers:

n:

- can use research to design appealing products. CyA:Su1)
- can create a prototype with an intended onsumer in mind. (CyA:Su1)

can whisk my ingredients. (CyA:Su1) can use scales to weigh and measure accurately o the nearest gram. (CyA:Su1) can select ingredients based on their properties. CyA:Su1)

can follow a recipe. (CyA:Su1)

ate:

can gather feedback about my product to valuate it. (CyA:Su1)

nical Knowledge:

- know how to use electric scales to weigh out ngredients. (CyA:Su1)
- know how to use an electric whisk safely.
- know how to heat ingredients safely. (CyA:Su1)
- know how to use a computer programme to
- valuate the nutritional values of my ingredients. CyA:Su1)
- re ils ing
- iring recipe
- ional values