

Skills ladder for Design and Technology for The Lanes Primary School

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Developing, planning and communicating ideas	<p>Draw on their own experiences to help generate ideas.</p> <p>Suggest ideas and explain what they are going to do.</p> <p>Identify a target group for what they are going to design and make.</p> <p>Model their ideas in card and paper.</p> <p>Develop their design ideas.</p>	<p>Generate ideas by drawing on their own and other people's experiences.</p> <p>Develop their ideas through discussion, observation, drawing and modelling.</p> <p>Identify a purpose for what they intend to design and make.</p> <p>Identify simple design criteria.</p> <p>Make simple drawings and label parts</p>	<p>Generate ideas for an item, considering the user and its purpose.</p> <p>Plan and order their work before starting.</p> <p>Explore, develop and communicate design ideas.</p> <p>Make drawings with labels when designing</p>	<p>Generate ideas for an item, considering the user and its purpose.</p> <p>Make labelled drawings from different views showing specific features.</p> <p>Plan and order their work before starting.</p> <p>Suggest alternative methods of making if first attempt fails.</p> <p>Evaluate products and identify criteria that can be used in their own designs.</p>	<p>Generate ideas for an item, considering the user and its purpose.</p> <p>Develop a design specification.</p> <p>Plan how to use materials, equipment and processes.</p> <p>Suggest alternative methods of making if first attempt fails.</p> <p>Use results of investigations and information including computers when designing.</p>	<p>Communicate their ideas through detailed, labelled drawings.</p> <p>Develop a design specification.</p> <p>Explore, develop and communicate their design ideas by modelling their ideas in a variety of ways.</p> <p>Plan and order their work, choosing appropriate tools, materials and techniques</p>
Working with tools, equipment, materials and components to make quality products – including food.	<p>Make their design using appropriate techniques.</p> <p>With help, measure, mark out, cut and shape a range of materials.</p> <p>Use tools e.g. scissors safely.</p> <p>Assemble, join and combine materials and components using a variety of methods e.g. glue, tape.</p> <p>Select tools and processes to use with veg and fruit.</p> <p>Use basic food handling and personal hygiene</p> <p>Use simple finishing techniques to improve the appearance of their product.</p>	<p>Begin to select tools and materials; use vocab to name and describe them.</p> <p>Measure, cut, score with some accuracy.</p> <p>Use hand tools safely and appropriately.</p> <p>Assemble, join and combine materials to make a product.</p> <p>Cut, shape and join fabric to make a simple garment. Use simple sewing techniques.</p> <p>Follow safe procedures for food safety and hygiene.</p> <p>Choose and use appropriate finishing techniques.</p>	<p>Select tools and techniques for making their product.</p> <p>Measure, mark out, cut, score with more accuracy.</p> <p>Work safely and accurately with a range of simple tools.</p> <p>Be willing to change things as they progress if this improves their work.</p> <p>Measure, tape or pin, cut and join fabric with some accuracy.</p> <p>Demonstrate hygienic food preparation and storage.</p> <p>Use finishing techniques to strengthen and improve their product.</p>	<p>Select tools and techniques for making their product.</p> <p>Measure, mark out, cut, score with more accuracy.</p> <p>Sew using a range of different stitches.</p> <p>Measure, tape or pin, cut and join fabric with some accuracy.</p> <p>Demonstrate hygienic food preparation and storage.</p> <p>Use finishing techniques to strengthen and improve their product.</p>	<p>Select tools and techniques for making their product.</p> <p>Measure, mark out, cut, score with accuracy.</p> <p>Weigh and measure accurately</p> <p>Apply the rules for basic food hygiene and other safe practices e.g. oven hazards.</p> <p>Cut and join with accuracy to ensure a good- quality finish to the product.</p>	<p>Select tools, materials, components and techniques.</p> <p>Assemble components.</p> <p>Make working models.</p> <p>Use tools safely and accurately.</p> <p>Construct models using permanent joining techniques.</p> <p>Make modifications as they go along.</p> <p>Pin, sew and stitch materials to create a product.</p> <p>Achieve a quality product.</p>
Evaluating processes and products	<p>Evaluate their product by discussing how well it works in relation to the purpose.</p> <p>Evaluate their products as they are developed by identifying their strengths and possible changes they might make.</p>	<p>Evaluate against their design criteria.</p> <p>Evaluate their products as they are developed by identifying their strengths and possible changes they might make.</p> <p>Talk about their work, saying what they like and dislike.</p>	<p>Evaluate against their design criteria.</p> <p>Disassemble and evaluate familiar products</p>	<p>Evaluate their work during and at the end of an assignment.</p> <p>Evaluate their products, carrying out appropriate tests.</p>	<p>Evaluate their product against the original design specification</p> <p>Evaluate their products, and seek evaluation from others.</p>	<p>Evaluate their products, identifying strengths and areas for development.</p> <p>Record evaluations using drawings and labels.</p> <p>Evaluate against the original specification and suggest ways their product could be improved</p>