

Townhill Infant School- Progression of skills

Subject- Design and Technology

Year R	Year 1	Year 2
<p><i>Uses available resources to create props to support role-play. (Fireworks, Autumn 2, Caribbean Instruments, Spring 1)</i></p> <p>-Can I construct with a purpose in mind, using a variety of resources?</p> <p><i>Captures experiences and responses with a range of media, such as music, dance and paint and other materials or words. (Fireworks, Autumn 2) Caribbean Instruments, Spring 1)</i></p> <p>- Can I represent my own ideas, thoughts, feelings and experiences through design and technology?</p> <p><i>Create simple representations of events, people and objects. (All About Me, Autumn 1, Plants, Spring 2)</i></p> <p>-Can I think of some ideas of my own?</p> <p><i>Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. (MOLT, cut-and-stick area)</i></p> <p>-Can I select appropriate resources and adapt my work where necessary?</p>	<p><b>Design</b></p> <p><i>Design purposeful, functional, appealing products for themselves and other users based on design criteria (Fruit Kebabs Autumn, Moving Pictures Spring 1, Playgrounds Summer 2.)</i></p> <p>-Can I design a product for myself following design criteria?</p> <p>-Can I think of some ideas of my own?</p> <p><i>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. (Fruit Kebabs Autumn, Moving Pictures Spring 1, Playgrounds Summer 2.)</i></p> <p>-Can I use words and pictures to plan?</p> <p><b>Make</b></p> <p><i>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] (Fruit Kebabs Autumn, Moving Pictures Spring 1, Playgrounds Summer 2.)</i></p>	<p><b>Design</b></p> <p><i>Design purposeful, functional, appealing products for themselves and other users based on design criteria (Fire Engines, Autumn 2).</i></p> <p>-Can I design a product for myself or others following design criteria?</p> <p>-Can I describe my design by using pictures, diagrams, model mock-ups and words?</p> <p><i>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology and ICT (Healthy Wrap, Spring 2).</i></p> <p>-Can I think of ideas and plan what to do next?</p> <p>-Can I choose the best tools and materials?</p> <p>-Can I give a reason why these are the best tools or materials?</p> <p><b>Make</b></p> <p><i>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] (Puppets, Summer 2).</i></p>

<p>-Can I say why I have adapted or changed my work? -Can I select tools and techniques needed to shape, assemble and join materials I am using?</p> <p><b>Health and Self-Care</b></p> <p><i>Children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe. (Healthy Topic and Questionnaire, Summer 1)</i></p> <p>-Can I wash my hands? -Can I say why we need to keep our hands and utensils clean?</p>	<p>-Can I explain what I am making? -Can I select tools and equipment to cut, shape, join and finish?</p> <p><i>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics (Fruit Kebabs Autumn, Moving Pictures Spring 1, Playgrounds Summer 2.)</i></p> <p>-Can I choose the right materials?</p> <p><b>Evaluate</b></p> <p><i>Explore and evaluate a range of existing products (Fruit Kebabs Autumn, Moving Pictures Spring 1, Playgrounds Summer 2.)</i></p> <p>-Can I talk about existing products and say what is good and what is not so good about them? -Can I explain how existing products work?</p> <p><i>Evaluate their ideas and products against design criteria. (Fruit Kebabs Autumn, Moving Pictures Spring 1, Playgrounds Summer 2.)</i></p> <p>-Can I talk about my own work?</p> <p><b>Technical knowledge</b></p> <p><i>Build structures, exploring how they can be made stronger, stiffer and more stable. (Playgrounds, Summer 2)</i></p>	<p>Can I explain what I am making and why my audience will like it? Can I join things (materials/components) together in different ways?</p> <p><i>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics (Fire Engines, Autumn 2, Puppets, Summer 2).</i></p> <p>Can I choose materials and explain why they are being used depending on their characteristics?</p> <p><b>Evaluate</b></p> <p><i>Explore and evaluate a range of existing products (Fire Engines Autumn 2, Healthy Wrap Spring 2, Puppets Summer 2)</i></p> <p>-Can I describe what went well with my work? -Can I evaluate what I would do differently if I did it again and why?</p> <p><i>Evaluate their ideas and products against design criteria. (Fire Engines Autumn 2, Healthy Wrap Spring 2, Puppets Summer 2)</i></p> <p>-Can I judge my work against the design criteria?</p> <p><b>Technical knowledge</b></p>
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