

Design Technology Skills Progression			
	Research	Design	Evaluate
YR	<ul style="list-style-type: none"> <li>Use imaginative play to create a range of different role-play scenarios using appropriately thought of objects.</li> <li>Recognise patterns and identify similarities and differences.</li> <li>Begin to understand basic examples of cause and effect.</li> <li>Have confidence, excitement, enthusiasm and perseverance to design their creations (either independently, with peers or with adult support).</li> <li>Further their understanding of the world around them.</li> <li>Use stories, tales, videos or real-life problems ('hooks') to make their designs.</li> <li>Be able to share what they are designing and what materials they are planning to use.</li> <li>Create an object with a purpose.</li> </ul>	<ul style="list-style-type: none"> <li>Select a range of materials that meet the design specification with adult support.</li> <li>Have confidence, excitement, enthusiasm and perseverance to make their creations (either independently, with peers or with adult support).</li> <li>Increase their self-esteem and both gross and fine motor skills.</li> <li>Increase their ability to share and collaborate with others.</li> <li>Develop their problem-solving skills.</li> <li>Use a range of tools and equipment (hammers, scissors, hole punches etc.), developing control and skill in physical activities, such as cutting, joining, weaving, folding, tearing, bending, twisting and squashing.</li> <li>Be able to work in a safe workspace.</li> </ul>	<ul style="list-style-type: none"> <li>Be able to talk about their designs and creations.</li> <li>Be able to confidently identify a range of colours, textures, shapes and sizes to discuss all of the created items.</li> <li>Be able to build links to what they have made and the 'hook', which inspired their creation.</li> <li>Understand how objects change if materials are added or removed.</li> <li>Be able to understand how some everyday objects work by dismantling them.</li> </ul>
Y1	<ul style="list-style-type: none"> <li>Draw on their own experiences to help them think of ideas.</li> <li>Suggest their own ideas to peers and explain what they would need to do.</li> <li>Research designs of products that already exist using pictures and videos.</li> <li>Identify what materials they will use and be able to draw and label design.</li> <li>Model their ideas (prototype) by making roughly out of paper.</li> <li>Identify a target group for their product.</li> </ul>	<ul style="list-style-type: none"> <li>Make their design using appropriate techniques</li> <li>With support, measure and mark out the shape they want to make on their chosen material.</li> <li>With support, cut out the material into the marked-out shape.</li> <li>Use a range of tools safely (e.g. scissors)</li> <li>Assemble the different materials by joining them with support.</li> <li>Use a range of different joinings (e.g. glue, sticky tape, PVA glue etc)</li> <li>Use simple techniques to finish their product and improve its appearance.</li> </ul>	<ul style="list-style-type: none"> <li>Evaluate product by testing it for a real-life reason.</li> <li>Discuss how well the product made fits its purpose.</li> <li>Evaluate their product and how well they developed it.</li> <li>Discuss what they found easy or hard.</li> <li>Discuss what changes they would make if they were to do it again.</li> <li>Ask their peers questions about how they made their products.</li> </ul>
Y2	<ul style="list-style-type: none"> <li>Share their own and other people's personal experiences and use this to generate ideas.</li> <li>Develop their ideas through discussion with peers and from research.</li> <li>Discuss their ideas and develop them using drawings, observations and modelling.</li> <li>Identify a purpose for their product and ensure that their design will fit the purpose.</li> <li>Make simple drawings and label materials and uses.</li> </ul>	<ul style="list-style-type: none"> <li>Begin to select tools and materials of their own choice and use technical vocabulary to explain why they have chosen them/to describe them.</li> <li>Measure, cut and score with some accuracy.</li> <li>Use hand tools safely and appropriately.</li> <li>Assemble, join and combine materials in order to construct a product.</li> <li>Cut, shape and join fabric to make a simple garment.</li> <li>Use simple techniques to finish their product and improve its appearance.</li> </ul>	<ul style="list-style-type: none"> <li>Evaluate their product made against their original design and existing products.</li> <li>Be able to explain and discuss what worked well and give reasons.</li> <li>Be able to explain and discuss what could have been improved and give reasons.</li> <li>Discuss what they found easy or hard.</li> <li>Talk with peers about what they like and dislike about their designs.</li> </ul>
Y3	<ul style="list-style-type: none"> <li>Generate ideas for a specific item and consider its purpose and user(s)</li> <li>Understand that products require a specific purpose and identify a purpose for a variety of different products.</li> <li>Establish a success criterion that they could use as a class or a group for their own product based on its uses.</li> <li>Plan the order of how they will make their product before beginning.</li> <li>Explore, develop and communicate their design to someone else clearly and effectively.</li> <li>Make drawings and models (prototypes) to help explain what they will do.</li> </ul>	<ul style="list-style-type: none"> <li>Select specific tools and techniques for making their product.</li> <li>Measure, mark out, cut, score and assemble the materials needed with accuracy and minimal support.</li> <li>Be able to work safely and sensibly and use a range of different tools.</li> <li>Think about their ideas as they make the product and be able to adapt and change if needed.</li> <li>Measure, tape or pin, cut and join fabric with some accuracy.</li> <li>Use finishing techniques to finalise their product and improve its appearance.</li> </ul>	<ul style="list-style-type: none"> <li>Evaluate their product made against their original design and existing products.</li> <li>Analyse how effective their product has been with support.</li> <li>Explain and discuss with peers the effectiveness of their product when trialled in real life.</li> </ul>
Y4	<ul style="list-style-type: none"> <li>Generate ideas for a specific item and consider the purpose and user(s) for which they are designing</li> <li>Make labelled drawings from different viewpoints to show and highlight specific features of the product.</li> <li>Develop a clear and concise idea of what they need to do.</li> <li>Plan what materials and equipment they will need.</li> <li>Suggest alternative methods if something does not work.</li> <li>Evaluate and analyse existing products to help improve design and ideas.</li> </ul>	<ul style="list-style-type: none"> <li>Choose appropriate tools from a variety in order to successfully be able to construct the product they designed.</li> <li>Measure, mark out, cut and shape a range of materials using appropriate tools, equipment and techniques.</li> <li>Join and combine materials and components accurately in both temporary and permanent ways.</li> <li>Cut, shape and join fabric to make a simple garment. Use basic sewing techniques.</li> <li>Measure, tape or pin, cut and join fabric with some accuracy.</li> </ul>	<ul style="list-style-type: none"> <li>Evaluate a product against the original design specification as well as the original design.</li> <li>Evaluate it personally and seek evaluation from others (including peers and adults)</li> <li>Use their product in a real life setting and evaluate how well it worked and what could have been done to improve the product.</li> </ul>
Y5	<ul style="list-style-type: none"> <li>Generate ideas through brainstorming and identify a purpose for their product.</li> <li>Draw up a specification for their design</li> <li>Develop a clear idea of what they need to do, how the product needs to work and how the product will be used.</li> <li>Plan how to use materials, equipment and processes to help make their product.</li> <li>Suggest alternative methods of making their product if the first or second should fail.</li> </ul>	<ul style="list-style-type: none"> <li>Select appropriate materials, tools and techniques.</li> <li>Measure and mark out accurately and be able to measure using different units depending on the size and scale of their product.</li> <li>Use skills in using different tools and equipment safely and accurately.</li> </ul>	<ul style="list-style-type: none"> <li>Evaluate final product against the original design specification.</li> <li>Evaluate the design personally and from discussion with others.</li> <li>Use product in a real life setting and evaluate how well it worked and what could have been done to improve the product.</li> </ul>
Y6	<ul style="list-style-type: none"> <li>Generate ideas through brainstorming and identify a purpose for their product.</li> <li>Communicate ideas and design clearly/concisely with others</li> <li>Develop a clear design specification.</li> <li>Explore, develop and communicate all aspects of their design.</li> <li>Plan out how they will construct their product and take in to consideration how much time is needed and if it is possible to make with materials they have.</li> <li>Plan the order of their work and choose appropriate materials.</li> </ul>	<ul style="list-style-type: none"> <li>Select appropriate materials, tools, components and techniques.</li> <li>Assemble components make working models.</li> <li>Use tools safely and accurately.</li> <li>Construct products using permanent joining techniques.</li> <li>Make modifications as they go along with the construction process.</li> <li>Pin, sew and stitch materials accurately together to create a product.</li> <li>Achieve a quality product.</li> </ul>	<ul style="list-style-type: none"> <li>Evaluate final product against the original design specification.</li> <li>Evaluate the design personally and from discussion with others.</li> <li>Evaluate specific parts of the product.</li> <li>Use product in a real life setting and evaluate how well it worked and what could have been done to improve the product.</li> </ul>