**Skill Progression: D&T**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Year 1** | **Year 2** | **Year 3** |
| **Design & Technology**  | **Design**: Can design purposeful, functional products for themselves and others.**Make**: Can select from and use a range of tools to perform practical tasks.**Evaluate**: Can explore and evaluate a range of existing products**Technical** **Knowledge**: Can build structures, and explore how they can be made stronger.  | **Design**: Can generate, develop, model and communicate their ideas through talking, drawing and mock-ups.**Make**: Can select from a wide range of materials and components, including construction materials and textiles and ingredients.**Evaluate**: Can evaluate their ideas and products against design criteria.**Technical Knowledge**: Can explore and use mechanisms (eg levers, wheels, sliders, axles) in their products. | **Design**: Is beginning to use research and develop design criteria to inform their design.**Make**: Is beginning to select from and use a wider range of tools and equipment to perform practical tasks.**Evaluate**: Is beginning to investigate and analyse a range of existing products.**Technical Knowledge**: Is beginning to apply their understanding of how to strengthen, stiffen and reinforce structures. |
| **Year 4** | **Year 5** | **Year 6** |
| **Design**: Using research is beginning to make innovative, functional and appealing products. **Make:** Can accurately select from and use a wider range of tools and equipment to perform practical tasks. (Eg cutting, shaping, joining, and finishing) accurately**Evaluate**: Is beginning to evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.**Technical Knowledge:** Is beginning to understand and use mechanical systems in their products. (Eg gears, pulleys, cams, levers and linkages) | **Design**: Using research can confidently make innovative, functional and appealing products that are fit for purpose and aimed at a particular group.**Make**: Is beginning to select from and use a wider range of components, including construction materials, textiles and ingredients.**Evaluate**: Is beginning to research and understand how key events have shaped the world.**Technical Knowledge**: Is beginning to use electrical systems in their products. (Eg series circuits, incorporating switches, bulbs, buzzers and motors) | **Design**: Can generate, develop, model and communicate their ideas through discussion and sketches, cross sectional and exploded diagrams, prototypes, pattern pieces and aesthetic qualities.**Make:** Can select from and use a wider range of components, including construction materials, textiles and ingredients according to their functional properties and aesthetic qualities.**Evaluate**: Can research and understand how key events and individuals in design technology have shaped the world.**Technical Knowledge**: Can apply their knowledge of computing to program, monitor and control their products.  |