**Skill Progression: D&T**

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|  | **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. |