



Design and Technology Skills and Knowledge Progression Map

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Developing, planning and communicating ideas	Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Create collaboratively, sharing ideas, resources and skills. Share their creations, explaining the process they have used.	Draw on their own experiences to help generate ideas Suggest and explain what they are going to do Identify a target group for what they intend to design and make Model their ideas in card and paper Developing their design ideas applying findings from their earlier research	Identify simple design criteria Identify a purpose for what they intend to design and make Identify simple design criteria Develop their design ideas through discussion, observation, drawing and modelling Make simple drawings and label parts	Plan the order of work before starting Generate ideas for an item, considering its purpose and the user/s Identify a purpose and establish criteria for a successful product Explore, develop and communicate designs Make drawings with labels when designing	Generate ideas, considering the purpose for which they are designing Make a labelled drawing showing specific features Develop a clear idea of what has to be done, planning how to use materials, equipment and processes Deconstruct and disassemble products	Generate ideas through brainstorming and identify a purpose for their product Draw up a specification for their design Develop a clear idea of what has to be done, planning how to use materials and equipment Use results from investigation and information sources	Communicate their ideas through detailed labelled drawings Develop a design specification Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways Plan the order of their work, choosing appropriate materials, tools and techniques
Working with tools, equipment, materials and components to make quality products (including food)	Join different materials and explore different textures. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture,	Make their design using appropriate techniques and simple tools With support, measure, mark out, cut and shape a range of materials Use tools such as scissors safely Assemble, join and combine materials and components together using a variety of tools Use simple finishing techniques to improve the appearance of their product Use basic food handling, hygienic practices and personal hygiene	Follow safe procedures for food safety and hygiene Choose and use appropriate finishing techniques Begin to select tools and material Use vocabulary to name tools (needle, thread, scissors, fabric, cross stitch, line stitch, aida, axels, wheels, glue gun, card, chassis) Use tools safely and appropriately Use basic sewing techniques (cross stitch and line stitch) Use card, axels and wheels	Demonstrate hygienic food preparation and storage Use flint, stones, string Select tools and techniques for making their product Work safely and accurately with a range of simple tools Measure, mark and cut materials safely Think about their ideas as they make it and adapt if needed	Weigh and measure accurately with support (time, dry ingredients/weight, liquids/capacity) Apply the rules for basic food hygiene and use ovens with support Measure, mark out, cut and shape the fabric Join and combine materials and components accurately Measure, tape and pin to join the fabric with some accuracy Use different cooking skills and equipment safely (allow children to choose their tools)	Select appropriate tools, materials and techniques Measure and mark out accurately Use skills in different tools and equipment safely Cut and join with accuracy to ensure a good-quality finish Weigh and measure accurately (time, dry ingredients/weight, liquids/capacity) Apply the rules for basic food hygiene and use ovens with support	Weigh and measure independently accurately Apply the rules for basic hygiene Use ovens independently Use tools safely and accurately Pin, sew and stitch materials together to create a product Achieve a quality product Cut and measure materials accurately Assemble components make working models Construct products using permanent joining techniques



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		<p>Select and use appropriate fruit and vegetable</p> <p>Select and use appropriate processes and tools</p>	<p>Measure, cut and score with some accuracy</p> <p>Assemble, join and combine materials</p> <p>Choose and use appropriate finishing techniques</p>				<p>Make modification as they go along</p>
<p>Evaluating process and products</p>	<p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p>	<p>Evaluate their product by discussing how well it works in relation to the purpose</p> <p>Evaluate their products as they are developed identifying strengths and possible changes they might make</p> <p>Evaluating their product by asking questions about what they have made and how they have gone about it</p>	<p>Talk about their ideas, saying what they like and dislike about them</p> <p>Evaluate against their design criteria</p>	<p>Evaluate their product against original design criteria</p>	<p>Evaluate their work both during and at the end of the end of the project</p> <p>Evaluate their products carrying out appropriate tests</p> <p>Seek evaluation from others</p>	<p>Evaluate a product against the original design</p> <p>Evaluate product personally and seek evaluation from others</p>	<p>Evaluate their products, identifying strengths and areas for development</p> <p>Carry out appropriate tests</p> <p>Record evaluations using drawings with labels</p> <p>Evaluate against their original criteria and suggest ways that their product can be improved</p>