

## **Lord Blyton Primary School**

## **Design & Technology Skills Progression Overview**

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Skills Progression  Developing, planning and communicating ideas	Pupils should be taught to:  Draw on their own experiences to help generate ideas  Suggest ideas 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  Develop their design ideas applying findings from their earlier research	Pupils should be taught to:  Generate ideas by drawing on their own and other people's experiences  Develop their design ideas through discussion, observation , drawing and modelling  Identify a purpose for what they intend to design and make  Identify simple design criteria  Make simple drawings and label part	Pupils should be taught to:  Generate ideas for an item considering its purpose and the user/s  Identify a purpose and establish criteria for a successful product  Plan the order of their work before starting  Explore, develop and communicate design proposals by modelling ideas  Make drawings with labels when designing	Pupils should be taught to:  Generate ideas, considering the purposes for which they are designing  Make labelled drawings from different views showing specific features  Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail  Evaluate products and identify criteria that can be used for their own designs	Pupils should be taught to:  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, equipment and processes, and suggesting alternative methods of making if the first attempts fail  Use results of investigations, information sources, including ICT when developing design idea	Pupils should be taught to:  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



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<b>1</b> €	to:	to:	to:	to:	to:	taught to:
Working with tools, equipment, materials and components to make quality products (incfood)	<ul> <li>Make their design using appropriate techniques</li> <li>With help measure, mark out, cut and shape a range of materials</li> <li>Use tools eg scissors and a hole punch safely</li> <li>Assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape</li> <li>Select and use appropriate fruit and vegetables, processes and tools</li> <li>Use basic food</li> </ul>	<ul> <li>Begin to select tools and materials; use vocab' to name and 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 make a product</li> <li>Cut, shape and join fabric to make a simple garment. Use basic sewing techniques</li> <li>Follow safe procedures for food safety and hygiene</li> <li>Choose and use appropriate finishing technique</li> </ul>	<ul> <li>Select tools and techniques for making their product</li> <li>Measure, mark out, cut, score and assemble components with more accuracy</li> <li>Work safely and accurately with a range of simple tools</li> <li>Think about their ideas as they make progress and be willing change things if this helps them improve their work</li> <li>Measure, tape or pin, cut and join fabric with some accuracy</li> <li>Demonstrate hygienic food preparation and storage</li> <li>Use finishing techniques strengthen and improve the appearance of their product using a range of equipment including ICT</li> </ul>	<ul> <li>Select appropriate tools and techniques for making their product</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 temporary and permanent ways</li> <li>Sew using a range of different stitches, weave and knit</li> <li>Measure, tape or pin, cut and join fabric with some accuracy</li> <li>Use simple graphical communication technique</li> </ul>	<ul> <li>Select appropriate materials, tools and technique</li> <li>Measure and mark out accurately</li> <li>Use skills in using different tools and equipment safely and accurately</li> <li>Weigh and measure accurately (time, dry ingredients, liquids)</li> <li>Apply the rules for basic food hygiene and other safe practices e.g. hazards relating to the use of ovens</li> <li>Cut and join with accuracy to ensure a good-quality finish to the product</li> </ul>	<ul> <li>Select         appropriate         tools, materials,         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</li> <li>Pin, sew and         stitch materials         together create         a product</li> <li>Achieve a         quality product</li> </ul>



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Evaluating processes and products	<ul> <li>Evaluate their product by discussing how well it works in relation to the purpose</li> <li>Evaluate their products as they are developed, identifying strengths and possible changes they might make</li> <li>Evaluate their product by asking questions about what they have made and how they have gone about it</li> </ul>	<ul> <li>Evaluate against their design criteria</li> <li>Evaluate their products as they are developed, identifying strengths and possible changes they might make</li> <li>Talk about their ideas, saying what they like and dislike about them</li> </ul>	<ul> <li>Evaluate their product against original design criteria e.g. how well it meets its intended purpose</li> <li>Disassemble and evaluate familiar products</li> </ul>	<ul> <li>Evaluate their work both during and at the end of the assignment</li> <li>Evaluate their products carrying out appropriate tests</li> </ul>	<ul> <li>Evaluate a product against the original design specification</li> <li>Evaluate it personally and seek evaluation from others</li> </ul>	<ul> <li>Evaluate their product, identifying strengths and areas for development, and carrying out appropriate tests</li> <li>Record their evaluations using drawings with labels</li> <li>Evaluate against their original criteria and suggest ways that their product could be improve</li> </ul>