



Design and Technology: EYFS & Key Stage 1

	Nursery	Reception	Year 1	Year 2
Designing and Evaluating	D1 Explore different materials freely, in order to develop their ideas about how to use them and what to make. EAD	D1 Return to and build on their previous learning, refining ideas and developing their ability to represent them. EAD	D1 I can explore objects and designs and begin to describe what I like about them.	D1 I can explore objects and designs to identify likes and dislikes of the designs.
	D2 Develop their own ideas and then decide which materials to use to express them. EAD	D2 Explore, use and refine a variety of artistic effects to express their ideas and feelings. EAD	D2 I can say what materials and tools I will use from a limited selection.	D2 I can say what materials and tools I will use from a limited selection and justify my choices.
			D3 I can suggest improvements to existing designs.	D3 I can suggest improvements to existing designs to my own and others work.
			D4 I can design products that have a clear purpose and an intended user.	D4 I can explore how products have been created.
			D5 I can design using drawings or sketches.	D5 I can model simple designs using software.
				D6 I can refine the design as work progresses.



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Making	M1 Explore different materials freely, in order to develop their ideas about how to use them and what to make. EAD Develop their own ideas and then decide which materials to use to express them. EAD	M1 Return to and build on their previous learning, refining ideas and developing their ability to represent them. EAD	M1 Construction I can use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.	M1 Materials I can cut materials safely using tools provided.
	M2 Join different materials and explore different textures. EAD	M2 Explore, use and refine a variety of artistic effects to express their ideas and feelings. EAD	M2 Construction I can construct using drilling, screwing, gluing and nailing materials to make and strengthen products.	M2 Materials I can demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).
	M3 Use one-handed tools and equipment, for example, making snips in paper with scissors. PD	M3 Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons. PD	M3 Mechanics I can create products using levers.	M3 Materials I can measure and mark out to nearest cm.
	M4 Create closed shapes with continuous lines, and begin to use these shapes to represent objects. EAD		M4 Mechanics I can create products using wheels and axels.	M4 Materials I can demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).
				M5 Textiles I can shape textiles using templates.
			M6 Textiles I can join textiles using running stitch.	
			M7 Textiles I can colour and decorate textiles using number of techniques.	
			M8 Electricals and electronics I can recognise if a battery operated device works or not.	



				M9 Electricals and electronics I can diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage).
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	Nursery	Reception	Year 1	Year 2
Cookery and Nutrition	C1 Start to eat independently and learning how to use a knife and fork. PD	C1 Know and talk about the different factors that support their overall health and wellbeing including healthy eating. PD	C1 I can cut ingredients safely and hygienically.	C1 I can cut ingredients safely and hygienically.
	C2 Make healthy choices about food, drink, activity and tooth brushing. PD		C2 I can cut, peel or grate ingredients safely and hygienically.	C2 I can cut, peel or grate ingredients safely and hygienically.
			C3 I can measure or weigh using measuring cups or electronic scales.	C3 I can measure or weigh using measuring cups or electronic scales.



Design and Technology: Key Stage 2

	Year 3	Year 4	Year 5	Year 6
Designing and Evaluating	D1 I can design with purpose by identifying opportunities to design.	D1 I can design with purpose by identifying opportunities to design and justify my choices.	D1 I can design with the user in mind, motivated by the service a product will offer.	D1 I can design with the user in mind, motivated by the service a product will offer (rather than simply for profit).
	D2 I can make products by working efficiently (such as by carefully selecting from a wide range of materials and tools).	D2 I can make products by working efficiently and with precision (such as by carefully selecting from a wide range of materials and tools.)	D2 I can make products through stages of prototypes, making continual refinements.	D2 I can use prototypes, cross-sectional diagrams, and computer aided designs to represent designs.
	D3 I can refine work as work progresses, evaluating the end product design.	D3 I can refine work and techniques as work progresses, continually evaluating the product design.	D3 I can ensure products have a high-quality finish, using art skills where appropriate.	D3 I can combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.
	D4 I can identify some of the great designers in all of the areas of study to generate ideas for designs.	D4 I can use software to design and represent product designs including labels.	D4 I can combine elements of design from a range of inspirational designers throughout history.	D4 I can evaluate the design of products to suggest improvements to the user experience.
	D5 I can improve upon existing designs, giving reasons for choices.	D5 I can identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.	D5 I can create innovative designs that improve upon existing products.	
	D6 I can use software to design and represent product designs.	D6 I can disassemble products to understand how they work.		



Design and Technology: Key Stage 2

	Year 3	Year 4	Year 5	Year 6
Making	M1 Construction I can choose suitable techniques to construct products or to repair items.	M1 Materials I can measure and mark out to the nearest mm	M1 Construction I can develop a range of practical skills and demonstrate them to create products (e.g. cutting, drilling, and screwing, nailing, gluing, filing and sanding).	M1 Materials I can cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape).
	M2 Construction I can strengthen materials using suitable techniques.	M2 Materials I can cut materials accurately and safely by selecting appropriate tools.	M2 Mechanics I can convert rotary motion to linear using cams.	M2 Materials I show an understanding of the qualities of materials to choose appropriate tools to cut and shape (e.g. the nature of fabric may require sharper scissors than would be used to cut paper).
	M3 Mechanics I can use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).	M3 Materials I can apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).	M3 Mechanics I can use innovative combinations of electronics (or computing) and mechanics in product designs	M3 Textiles I can create objects (such as a cushion) that employ a seam allowance.
		M4 Materials I can select appropriate joining techniques.		M4 Textiles I can join textiles with a combination of stitching techniques (e.g. back stitch for seams and running stitch to attach decoration).
		M5 Textiles I can select the most appropriate techniques to decorate textiles.		M5 Textiles I can use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion).
		M6 Textiles I can understand the need for a seam allowance.		M6 Electricals and electronics I can create circuits using electronics kits that employ several components (such as LEDs, resistors, transistors, and chips) with increasing confidence.



		M7 Textiles I can join textiles with appropriate stitching.		M7 Computing I can write code to control and monitor models or products.
		M8 Electricals and electronics I can create series circuits.		
		M9 Electricals and electronics I can create parallel circuits.		
		M10 Computing I can monitor models using software designed for this purpose.		
		M11 Computing I can control models using software designed for this purpose.		



Design and Technology: Key Stage 2

	Year 3	Year 4	Year 5	Year 6
Cookery and Nutrition	C1 I can follow a recipe.	C1 I can follow a recipe.	C1 I can understand the importance of correct storage and handling of ingredients (knowledge of micro-organisms).	C1 I can understand the importance of correct storage and handling of ingredients (knowledge of micro-organisms).
	C2 I can prepare ingredients hygienically selecting and using appropriate utensils.	C2 I can prepare ingredients hygienically selecting and using appropriate utensils.	C2 I can demonstrate a range of baking and cooking techniques.	C2 I can demonstrate a range of baking and cooking techniques.
	C3 I can measure ingredients to the nearest gram.	C3 I can measure ingredients to the nearest gram.	C3 I can measure accurately all of the ingredients from a recipe.	C3 I can measure accurately and calculate ratios of ingredients to scale up or down from recipe.
	C4 I can assemble and cook ingredients (controlling the temperature of the oven or hob if cooking).	C4 I can assemble and cook ingredients (controlling the temperature of the oven or hob if cooking).	C4 I can create and refine recipes, including ingredients, methods, cooking times and temperatures.	C4 I can create and refine recipes, including ingredients, methods, cooking times and temperatures.