

Mundy C of E Junior School.
Design and Technology Progression of Skills.



	Year 3 & Year 4	Year 5 & Year 6
Developing, planning and communicating ideas.	• Generate ideas for an item, considering its purpose and 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. • Make drawings from different views, labelling different features. • Develop a clear idea of what must be done, planning how to use materials and suggesting alternative methods of making, if the first attempt is not successful. • Evaluate products and identify criteria that can be used for their own designs.	• Generate ideas through brainstorming and identifying a purpose for their product. • Draw up a specification for their product. • Develop a clear idea of what must be done, planning how to use materials and suggesting alternative methods of making, if the first attempt is not successful. • Use results of investigations, information resources, including ICT when developing design ideas. • 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 by choosing appropriate materials, tools and techniques.
Working with tools, equipment, materials and components to make quality products (inc-food)	• Select appropriate tools and techniques for making their product. • Measure, mark out, cut, score out and shape a range of materials using appropriate tools, equipment and techniques. • Assemble components with more accuracy. • Join components accurately in temporary and permanent ways. • Work safely and accurately with a range of tools. • Think about their ideas as they make progress and be willing to change things if this helps them improve their work. • Measure, tape, pin, cut and join fabric with some accuracy. • Demonstrate hygienic food preparation and storage. • Use finishing techniques, strengthen and improve the appearance of their product using a range of equipment including ICT. • Sew items using a range of different stitches, weave and knit. • Use simple graphical communication techniques.	• Select appropriate tools and techniques for making their product. • Measure, mark out, cut, score out and shape a range of materials using appropriate tools, equipment and techniques. • Use skills in using different tools and equipment safely and accurately. • Weigh and measure accurately (time, dry ingredients, liquids) • Apply the rules for basic food hygiene and other safe practices e.g. hazards relating to the use of ovens. • Cut and join with accuracy to ensure a good-quality finish to the product. • Assemble components to make working models. • Use tools safely and accurately. • Make modifications as the go along. • Achieve a quality product.
Evaluating processes and products.	• Evaluate their product against design criteria e.g. how well it meets its intended purpose. • Disassemble and evaluate familiar products. • Evaluate their work both during and at the end of the assignment. • Evaluate their products carrying out appropriate tests.	• Evaluate a product against the original design specification. • Evaluate it personally and seek evaluation from others. • Evaluate their product, identifying strengths and areas for development and carrying out appropriate tests. • Record their evaluations using drawing with labels. • Evaluate against their original criteria and suggest ways that their product could be improved.