



### Design Technology Skill Progression

	Design	Make	Evaluate	Technical Knowledge	
<b>EYFS</b>	-Work with a friend or independently to develop ideas and create	-Join construction components using glue, Sellotape, string -Hold scissors and make snips, cut along a line, cut around shapes and cut complex shapes	-Think of ways to improve creation -Make improvements as you go	-Hygiene awareness -Measuring and weighing food e.g. spoons, cups	
<b>Year 1</b>	<b>Design</b>	<b>Make</b>	<b>Evaluate</b>	<b>Technical Knowledge</b>	
	-Use drawings to generate and communicate a design.	-Use the right tools to cut, peel, grate and chop with adult supervision. -Cut round shapes with scissors. -Use running stitch to join fabric.	-Compare my finished product to the brief and to my original design and say what worked well and what I found hard.	-Know how to make my structures stronger and more stable.	-Understand where fruit and vegetables come from.
<b>Year 2</b>	<b>Design</b>	<b>Make</b>	<b>Evaluate</b>	<b>Technical Knowledge</b>	
	-Design a product for myself or someone else.	-Select appropriate textiles according to their characteristics and appearance.	-Explore and evaluate a range of moving mechanisms.	-Know why it is necessary to make mock-ups before I make my final moving picture.	-Know how to use mechanisms such as levers and sliders.

		-Use hand saws to cut dowelling with adult supervision.				
<b>Year 3</b>	<b>Design</b>	<b>Make</b>		<b>Evaluate</b>	<b>Technical Knowledge</b>	
	-Develop my ideas using a prototype.	-Select and combine ingredients from a range different food groups		-Consider the views of others when it comes to improving my designs.	-Apply my knowledge of triangulation to help me strengthen and stiffen my creation	
<b>Year 4</b>	<b>Design</b>	<b>Make</b>		<b>Evaluate</b>	<b>Technical Knowledge</b>	
	-Develop my ideas by using a pattern.	-Accurately apply a range of finishing techniques to my finished product	-Know how to sew back stitch or over stitch and understand their purposes	-Understand how key events and individuals have helped shape the world	-Know what a seam allowance is and can use it in my product	
<b>Year 5</b>	<b>Design</b>	<b>Make</b>		<b>Evaluate</b>	<b>Technical Knowledge</b>	
	<b>Cams-Moving Toys</b> -Model and communicate my ideas through annotated sketches/cross-sectional drawings.	<b>Cams-Moving Toys</b> -Use a hand drill to make the correct size hole for a piece of dowelling/ a bradawl to mark holes.	<b>Biscuits</b> -Accurately weigh and measure ingredients using scales.	<b>Biscuits</b> -Investigate and analyse a range of existing biscuits considering flavour, texture and packaging.	<b>Cams-Moving Toys</b> -Understand and can use mechanical systems such as gears/pulleys/ cams in my moving toy.	<b>Biscuits</b> -Know how to prepare and cook biscuits using various techniques such as melting, drizzling, beating, kneading and rubbing in.
<b>Year 6</b>	<b>Design</b>	<b>Make</b>		<b>Evaluate</b>	<b>Technical Knowledge</b>	
	<b>Controllable Vehicles</b> -Generate and develop my ideas through computer aided design.	<b>Controllable Vehicles</b> -Use a glue gun with close supervision.	<b>Shelters</b> -Select from a wide range of tools and equipment to join and shape components effectively considering	<b>Shelters</b> -Critically evaluate the quality of my design, manufacture and fitness for purpose of my shelter.	<b>Shelters</b> -Know how to build more complex structures using a range of materials such as wood, card and corrugated plastic.	<b>Controllable Vehicles</b> -Know how to program a computer to control my vehicle.

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