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|  | **YEAR ONE** | **YEAR TWO** |
| **INVESTIGATION** | **Dt1** Explore the sensory qualities of materials  **Dt2** Explore ways to construct models | **Dt9** Explore a range of existing products  **Dt10** Discover where foods come from in choosing, preparing and tasting different dishes |
| **OBSERVATION** | **Dt3** Identify a target group for what they intend to design and make  **Dt4** Recognise how structures can be made stronger, stiffer and more stable | **Dt11 I**dentify a purpose for what they intend to design and make  **Dt12** Identify simple design criteria then plan what to do next, using a variety of methods  **Dt13** Observe and take account of properties of materials when deciding how to cut, shape, combine and join them  **Dt14** Identify what they could have done differently or how they could improve their work in the future |
| **APPLICATION** | **Dt5** Generate and talk about their own ideas  **Dt6** Follow safe procedures  **Dt7** Take account of simple properties of materials when deciding how to cut, shape, combine and join them  **Dt8** Use tools and materials with help | **Dt15** Evaluate a range of existing products  **Dt16** Communicate their ideas using a variety of methods e.g. drawing, making mock-ups, ICT  **Dt17** Measure, mark, cut out and shape a range of materials  **Dt18** Use mechanisms in their products e.g. wheels, sliders  **Dt19** Use simple finishing techniques  **Dt20** Talk about their ideas, saying what they like and dislike, and evaluate against their design criteria |

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|  | **YEAR THREE** | **YEAR FOUR** |
| **INVESTIGATION** | **Dt21** Generate, develop and explain ideas for products to meet a range of needs  **Dt22** Explore ways of meeting design challenges with a food focus using a range of cooking techniques | **Dt28** Use research to inform their design  **Dt29** Explore ways of meeting design challenges with a textile focus |
| **OBSERVATION** | **Dt23** Identify a purpose and establish criteria for a successful product  **Dt24** Evaluate work, adapting and improving where appropriate | **Dt30** Evaluate work, adapting and improving through the views of others to improve their work |
| **APPLICATION** | **Dt25** Communicate design ideas in different ways e.g.discussion, annotated sketches, cross-sectional diagrams and prototypes  **Dt26** Selecting appropriate tools and techniques, name and describe them  **Dt27** Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with some accuracy | **Dt31** Communicate design ideas in different ways e.g.discussion, annotated sketches, cross-sectional diagrams and prototypes  **Dt32** Select from and use a range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities  **Dt33** Join and combine materials and components accurately in temporary and permanent ways  **Dt34** Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with increasing accuracy |

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|  | **YEAR FIVE** | **YEAR SIX** |
| **INVESTIGATION** | **Dt35** Investigate ways of meeting design challenges with a construction focus  **Dt36** Investigate how the work of individuals in design and technology has helped to shape the world | **Dt44** Explore alternative ways of making their product, if first attempts fail |
| **OBSERVATION** | **Dt37** Identify users’ views and take these into account  **Dt38** Analyse a range of existing products  **Dt39** Estimate and measure using appropriate instruments and units | **Dt45** Check work as it develops and modify as necessary  **Dt46** Evaluate their products, identifying strengths and areas for development, and make appropriate changes |
| **APPLICATION** | **Dt40** Plan what they have to do, including how to use materials, equipment and processes  **Dt41** Communicate design ideas in different ways e.g.discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design  **Dt42** Apply knowledge of mechanical and electrical control when designing and making functional products  **Dt43** Refine sequences of instructions to control events or make things happen | **Dt47** Draw on and use various sources of information, including ICT sources  **Dt48** Generate and clarify ideas for products, considering intended purpose  **Dt49** Plan what they have to do, suggesting a sequence of actions and alternatives if needed  **Dt50** Choose how to communicate design ideas as they develop, considering use and purpose  **Dt51** Select from a wide range of tools and equipment to perform practical tasks accurately |