

	Design	Make	Evaluate
FS2	<ul style="list-style-type: none"> <li>Explain verbally what they will make with a purpose in mind</li> <li>Explain how they will make their product</li> </ul>	<ul style="list-style-type: none"> <li>Manipulate materials to achieve a planned effect.</li> <li>Construct with a purpose in mind, using a variety of resources.</li> <li>Use simple tools and techniques competently and appropriately.</li> <li>Select appropriate resources and adapts work where necessary.</li> <li>Select tools and techniques needed to shape, assemble and join materials they are using.</li> </ul>	<ul style="list-style-type: none"> <li>Adapt work as they go along where necessary</li> </ul>
1	<ul style="list-style-type: none"> <li>Draw on their own experience to generate ideas</li> <li>Suggest ideas and explain what they are going to do</li> <li>Identify a target group for what they are going to design and make</li> <li>Model their ideas in card and paper</li> <li>Develop their design ideas from their prototype</li> </ul>	<ul style="list-style-type: none"> <li>Make their design using appropriate techniques</li> <li>With support, measure, mark out, cut and shape a range of materials</li> <li>Assemble and join materials and components using temporary methods (glues/ masking tape)</li> <li>Use tools (Scissors/ hole punch etc.) safely</li> <li>Use simple finishing techniques to improve the appearance of their product</li> <li>Explore methods for making structures stronger and more stable</li> <li>Begin to explore and use mechanisms (levers, sliders, wheels and axels)</li> <li>Use basic food handling, hygienic practices and personal hygiene</li> </ul> <p>With support, use appropriate kitchen tools</p>	<ul style="list-style-type: none"> <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> </ul>
2	<ul style="list-style-type: none"> <li>Generate ideas by drawing on their own and other people's experiences</li> <li>Develop their design ideas through discussion and drawing</li> <li>Identify a purpose for what they are going to make</li> <li>Identify simple design criteria</li> <li>Make simple drawings and label parts</li> <li>Explore methods and develop design ideas by modelling and prototyping</li> </ul>	<ul style="list-style-type: none"> <li>Begin to select appropriate tools and materials</li> <li>Measure, mark out, cut, shape and score with some accuracy</li> <li>Assemble and join materials and components in order to make a product</li> <li>Use hand tools safely and appropriately</li> <li>Choose and use finishing techniques to improve the appearance of their product</li> <li>Explore methods for making structures stronger and more stable</li> <li>Explore and use mechanisms (levers, sliders, wheels and axels)</li> <li>Follow safe procedures for food safety and hygiene</li> <li>Begin to weigh and measure and use appropriate kitchen tools</li> <li>Cut, shape and join fabric using basic sewing techniques</li> </ul>	<ul style="list-style-type: none"> <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>
3/4	<ul style="list-style-type: none"> <li>Generate ideas for an item considering its purpose and the user/s</li> <li>Identify a purpose and establish design criteria</li> <li>Design and plan out methods before starting</li> <li>Make labelled drawings from different views showing specific features</li> <li>Explore methods and develop design ideas by modelling/ prototyping and suggest alternative methods of making if the first method fails</li> </ul>	<ul style="list-style-type: none"> <li>Select appropriate tools, materials and techniques for making their product</li> <li>Measure, mark out, cut, score and shape a range of materials with increasing accuracy</li> <li>Assemble and join materials and components accurately using temporary and permanent methods</li> <li>Work safely and accurately with a range of simple tools</li> <li>Choose and use finishing techniques to improve the strength and appearance of their product, using a range of equipment including ICT</li> <li>Apply understanding of how to strengthen and reinforce structures</li> <li>Use mechanisms (gears, pulleys, cams, levers and linkages)</li> <li>Use electrical systems (circuits, switches, bulbs, buzzers and motors)</li> <li>Apply the rules for basic food hygiene and other safe practices (e.g. using ovens)</li> <li>Use kitchen tools safely and weigh/measure with increasing accuracy</li> <li>Measure, pin, cut and join fabric with some accuracy. Sew using a range of stitches, weave and knit</li> </ul>	<ul style="list-style-type: none"> <li>Evaluate their product against the original design criteria</li> <li>Evaluate their work both at the end of the assignment and during</li> <li>Evaluate their product by carrying out simple tests to determine if it is fit for purpose</li> </ul>
5/6	<ul style="list-style-type: none"> <li>Investigate existing products using</li> </ul>	<ul style="list-style-type: none"> <li>Select appropriate tools, materials, components and techniques for making their product</li> </ul>	<ul style="list-style-type: none"> <li>Evaluate their product against the</li> </ul>

Design	Make	Evaluate
<p>information sources and ICT to help develop design ideas</p> <ul style="list-style-type: none"> <li>• Generate ideas through brainstorming and identify a purpose for their product</li> <li>• Draw up a specification for their design</li> <li>• Plan the order of their work, choosing appropriate materials, tools, techniques and processes</li> <li>• Make labelled drawings from different views showing specific features</li> <li>• Explore methods and develop design ideas by modelling/prototyping and suggest alternative methods of making if the first method fails</li> </ul>	<ul style="list-style-type: none"> <li>• Measure, mark out, cut, score and shape a range of materials accurately</li> <li>• Assemble and construct products using permanent joining techniques</li> <li>• Work safely and accurately with a range of simple tools</li> <li>• Choose and use finishing techniques to improve the strength and appearance of their product, using a range of equipment including ICT</li> <li>• Use mechanisms (gears, pulleys, cams, levers and linkages)</li> <li>• Use electrical systems (circuits, switches, bulbs, buzzers and motors)</li> <li>• Apply the rules for basic food hygiene and other safe practices (e.g. using ovens)</li> <li>• Use kitchen tools safely and weigh/measure accurately</li> <li>• Pin, sew, cut and stitch materials together using a range of sewing techniques to create a product</li> </ul>	<p>original design criteria, identifying strengths and areas for development</p> <ul style="list-style-type: none"> <li>• Evaluate their work both at the end of the assignment and during</li> <li>• Evaluate their product by carrying out simple tests to determine if it is fit for purpose</li> <li>• Evaluate personally and seek evaluation from others</li> </ul>

## Design and Technology Long Term Plan

Year 1	Structures – Freestanding structures	Mechanisms – Sliders and levers	Food - Preparing fruit and vegetable dishes
Year 2	Mechanisms – Wheels and axels	Food - Preparing fruit and vegetable dishes (	Textiles – Templates and joining techniques
Year 3	Structures – shell structures	Mechanisms – pneumatic systems	Food – Savoury dishes
Year 4	Textiles – Use a simple fabric shape to make a 3D product.	Electrical systems – simple circuits	Food – Savoury dishes
Year 5	Mechanisms – CAMS	Structures - Reinforce and strengthen a 3D framework. Eg. Design and make a tent/den.	Food – Savoury dishes
Year 6	Textiles - Make a 3D product from a combination of fabric shapes. (e.g. make a bag)	Mechanisms – Gears and pulleys (e.g. Fairground rides)	Food – Savoury dishes