Areas of study	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design	Talk about ideas, choose resources, tools and techniques with a purpose in mind	Use pictures and words to convey what they want to design/make Explore ideas by rearranging materials Select pictures to help develop ideas Use mock-ups e.g. recycled material, trial models to try out their ideas	Propose more than one idea for their product Use ICT to communicate ideas Use drawings to record ideas as they are developed Add notes to drawings to help explanations	Develop more than one design or adaptation of an initial design Plan a sequence of actions to make a product Think ahead about the order of their work and decide upon tools and materials Propose realistic suggestions as to how they can achieve their design ideas.	Record the plan by drawing using annotated sketches Use prototypes to develop and share ideas Consider aesthetic qualities of materials chosen Use CAD where appropriate	Record ideas using annotated diagrams Use models, kits and drawings to help formulate design ideas Sketch and model alternative ideas Decide which design idea to develop	Plan the sequence of work Devise step by step plans which can be read/followed by someone else Use exploded diagrams and cross-sectionaldiagrams to communicate ideas
Make	Experiment and build with a range of construction resources, find out about the properties and	Select materials from a limited range Explain what they are making	Discuss their work as it progresses Select and name the tools	Select from a range of tools for cutting, shaping, joining and finishing Use tools with accuracy	Prepare pattern pieces as templates for their design Select from techniques for	Develop one idea in depth Select from and use a wide range of tools	Make prototypes Use researched information to inform decisions

	functions of different construction materials Make models using different construction materials, e.g. construction kits, reclaimed materials, experiment with different ways to build, construct and join resources	Name the tools they are using	needed to work the materials Explain which materials they are using and why	Select from materials according to their functional properties Use appropriate finishing techniques	different parts of the process	Cut accurately and safely to a marked line Select from and use a wide range of materials	Produced detailed lists of ingredients/ components/materials and tools Refine their product – review and rework/ improve

Evaluate	Talk about what they like/dislike about their models/ constructions, say why and how they would change them	Explore existing products and investigate how they have been made (including teacher-made examples) Talk about their design as they develop and identify good and bad points Say what they like and do not like about items they have made	Decide how existing products do/do not achieve their purpose Discuss how closely their finished product meets their own design criteria	Investigate similar products to the one to be made to give starting points for a design Research needs of user Decide which design idea to develop Consider and explain how the finished product could be improved	Draw/sketch existing products in order to analyse and understand how products are made Identify the strengths and weaknesses of their design ideas in relation to purpose/user Consider and explain how the finished product could be improved	Research and evaluate existing products Consider user and purpose Consider and explain how the finished product could be improved related to design criteria Investigate key events and individuals in	Identify the strengths and weaknesses of their design ideas Report using correct technical vocabulary Discuss how well the finished product meets the design criteria having tested on/ discussed outcomes with the user
		and attempt to say why		Discuss how well the finished product meets the user's design criteria Investigate key events and individuals in Design and Technology	Investigate key events and individuals in Design and Technology	Design and Technology	Understand how key people have influenced design in a variety of contexts

Technical Knowledge		Start to use technical vocabulary Join materials in a variety of ways Know some ways of making structures stronger Show how to stiffen some materials Know how to make a simple structure more stable	Cut out shapes which have been created by drawing round a template Attach wheels to a chassis using an axle Decorate using a variety of techniques	Use an increasingly appropriate technical vocabulary for tools materials and their properties Understand seam allowance Prototype a product Sew on buttons and make loops Strengthen frames with diagonal struts Use linkages to make movement larger or more varied	Measure and mark square section, strip and dowel accurately to 1cm Use electrical systems, such as switches, bulbs and buzzers Incorporate a circuit into a model Use ICT to control products	Use the correct vocabulary appropriate to the project Join materials using appropriate methods Create 3D textile projects using pattern pieces Understand pattern layout with textiles Use mechanical systems such as cams, pulleys and gears	Cut strip wood, dowel, square section wood accurately to 1cm Stiffen and reinforce complex structures Build frameworks to support mechanisms Use electrical systems, such as motors and switches Program, monitor and control using ICT