

	Foundation	MA	Year 1	MA	Year 2	MA
Developing, planning and communicating ideas	 Explain what they are making and which materials they are using. Select materials from a limited range that will meet a simple design criteria e.g. shiny. Select and name the tools they need e.g. scissors. Describe simple models or drawings of ideas. Plan by suggesting what to do next as their ideas develop. Construct with a purpose in mind, using a variety of resources. 	Use a range of tools and equipment to perform tasks e.g. cutting, joining and finishing. Communicate ideas using different methods, including drawing and making models.	 Create simple designs for a product. Draw on their own experience to suggest ideas. Use pictures and words to describe what they want to do. Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing. 	Identify a target group for what they intend to design and make. Develop their design ideas, applying findings from their earlier research.	 Generate ideas by drawing on their own and other people's experiences. Develop their design ideas through discussion, observation, drawing and modelling. Design purposeful, functional, appealing products for themselves and other users based on a design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates and labelling parts. 	 Identify a purpose and success criteria for what they intend to design and make. Use knowledge of existing products to design their own functional product.
Working with tools, equipment, materials and components to make quality products	 Use simple tools and techniques competently and safely. Build structures with a wide range of objects, adapting their work where necessary. Select the tools and techniques they need to shape, assemble and join the materials they are using. Join components together to build and balance. Realise that tools can be used for a purpose. Investigate various construction materials. 	Begin to use simple finishing techniques to add details to their product.	 Make their design using appropriate techniques. Begin to build structures, exploring how they can be made stronger and more stable. Explore and use mechanisms, for example, levers and sliders. With help, measure, mark out, cut and shape a range of materials. Explore using tools safely e.g. scissors and a hole punch. Use a range of simple tools to cut, join and combine materials and components safely e.g. glue or masking tape. Begin to use simple finishing techniques to improve the appearance of their product. 	Use appropriate finishing techniques. Explore different methods of making structures more stable.	 Use hand tools safely and appropriately. Assemble, join and combine materials in order to make a product. Use basic sewing techniques to join fabric. Use appropriate finishing techniques. Choose appropriate tools, equipment, techniques and materials from a wide range. Use correct vocabulary to name and describe them. Explore different methods of making structures more stable. Explore and use mechanisms e.g. wheels and axles, in their products. 	Safely measure, mark out, cut and shape materials using different tools. Use finishing techniques to strengthen and improve the appearance of their product.



Evaluating processes and products	Talk about their ideas, saying what they like and dislike and explain why. Identify what they could have done differently or how they could improve their work in the future.	Ask simple questions about existing products and those that they have made.	Evaluate their product against the design criteria. When looking at existing products, explain what they like and dislike and why. Ask simple questions about existing products and those that they have made.	Evaluate their products as they are developed, identifying strengths and possible changes they might make.	Evaluate their work against their design criteria. Look at a range of existing products, discuss what they like and dislike about products and why. Evaluate their products as they are developed, identifying strengths and possible changes they might make.	Evaluate their product against the original design criteria, including functionality as well as appearance.
Food and Nutrition	 Begin to develop a food vocabulary using taste, smell, texture and feel. Explore familiar food products e.g. fruit and vegetables. Stir, spread, knead and shape a range of food and ingredients. Begin to work safely and hygienically. Measure and weigh food items using non-statutory measures e.g. spoons, cups. 	Start to think about the need for a variety of foods in a diet.	 Talk about what they eat at home and begin to discuss what healthy foods are. Say where some food comes from and give examples of food that is grown. Understand that all food comes from plants or animals. Understand that everyone should eat at least five portions of fruit/ vegetables every day. Use simple tools, with help, to prepare food safely. 	Know how to prepare simple dishes safely and hygienically, without using a heat source.	 Understand that all food has to be farmed, grown or caught. Name and sort foods. Understand the need for a variety of food in a diet. Demonstrate how to prepare simple dishes safely and hygienically, without using a heat source. 	Use a wider range of cookery techniques to prepare food safely.



	Year 3	MA	Year 4	MA	Year 5	MA	Year 6	MA
Developing , planning and communic ating ideas	 Generate ideas for an item, considering its purpose and user. Plan the order of the stages of their work. Identify a purpose and establish criteria for a successful product. Learn about inventors, designers, engineers and chefs who have developed ground-breaking products. Create designs using labels, annotated sketches, cross-sectional diagrams and simple computer programmes. Explore, develop and communicate design proposals by modelling ideas. Use knowledge of existing products to design their own functional product. 	When planning, explain their choice of materials and components including their function and aesthetic qualities.	Generate ideas, considering the purposes for which they are designing. Make labelled drawings from different views showing specific features. Develop a clear idea of what has to be done, planning materials, equipment and processes. Identify strengths and areas for development in their ideas and products. Learn about inventors, designers, engineers and chefs who have developed groundbreaking products. Create designs using exploded diagrams.	When planning, consider the views of others, including intended users. Use their knowledge of techniques and the functional and aesthetic qualities of materials to make plans.	 Generate ideas through brainstorming and identify a purpose for their product. Communicate ideas through discussion, annotated sketches, exploded diagrams and prototypes. Produce step by step plans to guide them in making products, applying their knowledge of different materials, tools and techniques. Begin to use research and develop design criteria to inform the design of innovative, functional, appealing products. Plan how to use materials, equipment and processes. Suggest alternative methods if the first attempts fail. Apply a range of finishing techniques, including those from art and design. 	Use the results of investigation s and information sources, including ICT, when developing design ideas.	Generate and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes and computer-aided design. Research famous designers and inventors. Develop a design specification. Accurately apply a range of finishing techniques, including those from art and design. Plan the order of their work, choosing appropriate materials, tools and techniques. Suggest alternative methods of making if the first attempts fail.	Know how much products cost to make and the impact products have beyond their intended purpose. Use research into famous designers and inventors to inform the design of their own innovative products.
Working with tools, equipment, materials and componen ts to make quality products	 Make suitable choices from a range of tools and materials e.g. construction materials, textiles, food ingredients, mechanical/electrical components and plan the main stages of using them. Understand how mechanical systems such as levers and linkages create 	Use finishing techniqu es to strengthe n and improve the appeara nce of their product. Strengthe n frames	 Select a wider range of tools and techniques for making products safely. Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques. Know how mechanical systems such as cams, pulleys or gears create 	 Measure, tape or pin, cut and join fabric with some accuracy. Use finishing techniques to strengthen and improve the appearance of their product, using a range of 	 Select appropriate materials, tools and techniques e.g. cutting, shaping, joining and finishing, accurately. Know how to use mechanical and electrical systems. Understand that they have an input, process and output. Use different tools and equipment safely and accurately. Weigh and measure 	Make precise measureme nts so that joins and holes are in exactly the right place. Select and use a wide range of materials and components	 Select and use appropriate tools, materials, components and techniques safely. Pin, sew and stitch materials together. Use technical knowledge to make modifications and problem solve during the making process. Construct products using permanent joining techniques. 	 Apply their understanding of computing to program, monitor and control their product. Know how electrical circuits and components can be used to create



	movement. Safely measure, mark out, cut, and join fabric with some accuracy. Work safely and accurately with a range of simple tools. Think about their ideas as they make progress and make changes to improve their work. Investigate existing products, considering a range of factors.	using diagonal struts.	movement. Apply techniques they have learnt to strengthen structures. Sew using a range of different stitches, to weave and knit. Use techniques which require accuracy to cut, shape and join e.g. cutting internal shapes, slots in frameworks. Understand and use electrical systems in products.	equipment including ICT.	accurately (time, dry ingredients and liquids). Use finishing techniques to strengthen and improve the appearance of their product, using a range of equipment including ICT. Build more complex 3D structures and apply their knowledge of strengthening techniques to make them stronger and more stable.	, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	Understand how mechanical systems such as cams, pulleys or gears create movement. Understand that mechanical and electrical systems have an input, process and output. Apply their knowledge of materials and techniques to refine and rework their product to improve its functional and aesthetic qualities. Use a range of methods to strengthen and reinforce structures.	functional products.
Evaluating processes and products	Evaluate their product against the original design criteria e.g. how well it meets its intended purpose. Disassemble and evaluate familiar products and consider the views of others to improve them.	Evaluate their work, both during and at the end of the assignme nt, carrying out appropri ate tests.	Evaluate existing products and identify criteria that can be used for their own designs. Design a functional and appealing product for a particular purpose and audience. Consider how their own finished products might be improved. Evaluate their work, both during and at the end of the assignment.	Carry out appropriate tests to inform the evaluation of their work. Consider how well their own finished products meet the needs of the intended user.	 Evaluate a product against the original design specification by carrying out tests. Evaluate their work both during and at the end of the assignment. Evaluate key designs in design and technology that have helped shape the world. Make detailed evaluations about existing products and ones they have made themselves, considering the views of others to improve their work. 	Use their knowledge of other designs to evaluate the effectivenes s of products they have made.	 Evaluate their products, identifying strengths and areas for development. Carry out appropriate tests. Evaluate their work both during and at the end of the assignment. Make detailed evaluations against their original criteria and suggest ways that their product could be improved. Consider the views of others when planning their next steps. 	Use their knowledge of famous designs to further explain the effectiveness of existing products and products they have made.
Food and Nutrition	Understand that food is grown (such as wheat and potatoes), farmed (such as pigs and chickens) and caught (such as fish) in Europe and the wider world.	Talk about and name food from each	Understand how to prepare and cook a variety of dishes safely and hygienically including, where appropriate, the use of a heat source.	Read and follow more complex recipes which involve several different processes, skills	 Understand seasonality and the advantages of eating seasonal and locally produced food. Know how to prepare and cook a variety of dishes safely and hygienically 	Select appropriate ingredients and use a wide range of techniques	Understand how food is processed into ingredients that can be eaten or used in cooking. Know different food and drink contain different	Use information on food labels to inform choices.



 Use a wider variety of ingredients and techniques to prepare and combine ingredients safely and hygienically. Begin to understand how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. Start to understand that a healthy diet is made up from a variety and balance of different food and drink. 	food group. • Demonstr ate hygienic food preparati on and storage.	Know how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. Understand what makes a healthy and balanced diet, and that different foods and drinks provide different substances the body needs to be healthy. Read and follow recipes.	and techniques. • Begin to understand that seasons may affect the food available.	 including, where appropriate, the use of a heat source. Understand the main food groups and the different nutrients that are important for health. Understand how a variety of ingredients are grown, reared, caught and processed to make them safe and palatable/tasty. Combine different ingredients. Apply the rules for basic food hygiene and other safe practices e.g. hazards relating to the use of ovens. 	to combine them.	substances – nutrients, water and fibre – that are needed for health. • Plan a series of healthy meals based on the principles of a healthy and varied diet. • Research, plan, prepare and cook a savoury dish, applying their knowledge of ingredients and their technical skills.	
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