



Year group	National Curriculum Assessment Criteria	Progression of Key Skills (including procedural knowledge)
Rec.	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; • Share their creations, explaining the process they have used;	• Select appropriate resources • Use gestures, talking and arrangements of materials and components to show design • Use contexts set by the teacher and myself • Use language of designing and making (join, build, shape, longer, shorter, heavier etc.) • Construct with a purpose, using a variety of resources • Use simple tools and techniques • Build / construct with a wide range of objects • Select tools & techniques to shape, assemble and join • Replicate structures with materials / components • Discuss how to make an activity safe and hygienic • Record experiences by drawing, writing, voice recording • Understand different media can be combined for a purpose • Adapt work if necessary • Dismantle, examine, talk about existing objects/structures • Consider and manage some risks • Practise some appropriate safety measures independently • Talk about how things work • Look at similarities and differences between existing objects / materials / tools • Show an interest in technological toys • Describe textures • begin to understand some food preparation tools, techniques and processes • Practise stirring, mixing, pouring, blending • Discuss how to make an activity safe and hygienic • Discuss use of senses • Understand need for variety in food begin to understand that eating well contributes to good health

Year 1	• Use own ideas to make something • Describe how something works • Cut food safely • Make a product which moves • Make a model stronger • Explain ideas to someone else • Choose appropriate resources and tools • Produce a simple plan before making	Design have own ideas explain what I want to do explain what my product is for, and how it will work use pictures and words to plan, begin to use models design a product for myself following design criteria research similar existing products Make explain what I'm making and why consider what I need to do next select tools/equipment to cut, shape, join, finish and explain choices measure, mark out, cut and shape, with support choose suitable materials and explain choices try to use finishing techniques to make product look good work in a safe and hygienic manner Evaluate talk about my work, linking it to what I was asked to do talk about existing products considering: use, materials, how they work, audience, where they might be used talk about existing products, and say what is and isn't good talk about things that other people have made begin to talk about what could make product better Technical knowledge (Materials and structures) begin to measure and join materials, with some support describe differences in materials suggest ways to make material/product stronger Technical Knowledge (Mechanisms) begin to use levers or slides Technical Knowledge (Textiles) measure, cut and join textiles to make a product, with some support choose suitable textiles
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Year 1 (cont)		Technical knowledge (Food and Nutrition) describe textures wash hands & clean surfaces think of interesting ways to decorate food say where some foods come from, (i.e. plant or animal) describe differences between some food groups (i.e. sweet, vegetable etc.) discuss how fruit and vegetables are healthy cut, peel and grate safely, with support Technical knowledge (Electrical systems, comp control & monitoring)
Year 2	• Think of an idea and plan what to do next • Choose tools and materials and explain reasons for choices • Join materials and components in different ways • Explain what went well with the work • Explain choices for specific textiles • Measure materials to use in a model or structure • I can describe the ingredients I am using	Design have own ideas and plan what to do next explain what I want to do and describe how I may do it explain purpose of product, how it will work and how it will be suitable for the user describe design using pictures, words, models, diagrams, begin to use ICT design products for myself and others following design criteria choose best tools and materials, and explain choices use knowledge of existing products to produce ideas Make explain what I am making and why it fits the purpose make suggestions as to what I need to do next. join materials/components together in different ways measure, mark out, cut and shape materials and components, with support describe which tools I'm using and why choose suitable materials and explain choices depending on characteristics use finishing techniques to make product look good work safely and hygienically Evaluate describe what went well, thinking about design criteria talk about existing products considering: use, materials, how they work, audience, where they might be used; express personal opinion evaluate how good existing products are talk about what I would do differently if I were to do it again and why

Year 2 (cont)		Technical knowledge (Materials and structures) measure materials describe some different characteristics of materials join materials in different ways use joining, rolling or folding to make it stronger use own ideas to try to make product stronger
		Technical Knowledge (Mechanisms) use levers or slides begin to understand how to use wheels and axles Technical Knowledge (Textiles) measure textiles join textiles together to make a product, and explain how I did it carefully cut textiles to produce accurate pieces explain choices of textile understand that a 3D textile structure can be made from two identical fabric shapes Technical knowledge (Food and Nutrition) explain hygiene and keep a hygienic kitchen describe properties of ingredients and importance of varied diet say where food comes from (animal, underground etc.) describe how food is farmed, home-grown, caught draw eat well plate; explain there are groups of food describe “five a day” cut, peel and grate with increasing confidence Technical knowledge (Electrical systems, comp control & monitoring)
Year 3	• Prove that designs meet set criteria • Follow step by step plan, choosing the right equipment and materials • Design a product and make sure it looks attractive • Choose a textile for both its suitability and appearance	Design begin to research others’ needs show design meets a range of requirements describe purpose of product follow a given design criteria have at least one idea about how to create product create a plan which shows order, equipment and tools describe design using an accurately labelled sketch and words

Year 3 (cont)	• Select the most appropriate tools and techniques for a given task • Make a product which uses both electrical and mechanical components • Work accurately to measure, make cuts and make holes • Describe how food ingredients come together	make design decisions explain how product will work make a prototype begin to use computers to show design Make select suitable tools/equipment, explain choices; begin to use them accurately select appropriate materials, fit for purpose. work through plan in order consider how good product will be begin to measure, mark out, cut and shape materials/components with some accuracy begin to assemble, join and combine materials and components with some accuracy begin to apply a range of finishing techniques with some accuracy Evaluate look at design criteria while designing and making use design criteria to evaluate finished product say what I would change to make design better begin to evaluate existing products, considering: how well they have been made, materials, whether they work, how they have been made, fit for purpose begin to understand by whom, when and where products were designed learn about some inventors/designers/ engineers/chefs/ manufacturers of ground-breaking products Technical knowledge (Materials and structures) use appropriate materials work accurately to make cuts and holes join materials begin to make strong structures Technical Knowledge (Mechanisms) select appropriate tools / techniques alter product after checking, to make it better begin to try new/different ideas use simple lever and linkages to create movement Technical Knowledge (Textiles) join different textiles in different ways choose textiles considering appearance and functionality begin to understand that a simple fabric shape can be used to make a 3D textiles project
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Year 3 (cont)		Technical knowledge (Food and Nutrition) carefully select ingredients use equipment safely make product look attractive think about how to grow plants to use in cooking begin to understand food comes from UK and wider world describe how healthy diet= variety/balance of food/drinks explain how food and drink are needed for active/healthy bodies. prepare and cook some dishes safely and hygienically grow in confidence using some of the following techniques: peeling, chopping, slicing, grating, mixing, spreading, kneading and baking Technical knowledge (Electrical systems, comp control & monitoring) use simple circuit in product learn about how to program a computer to control product.
Year 4	• Use ideas from other people when designing • Produce a plan and explain it • Evaluate and suggest improvements to designs • Evaluate products for both their purpose and appearance • Explain how original designs have been improved • Present products in interesting ways • Measure accurately • Persevere and adapt work when initial ideas do not work • Know how to be both hygienic and safe when preparing food	Design use research for design ideas show design meets a range of requirements and is fit for purpose begin to create own design criteria have at least one idea about how to create product and suggest improvements for design. produce a plan and explain it to others say how realistic plan is. include an annotated sketch make and explain design decisions considering availability of resources explain how product will work make a prototype begin to use computers to show design Make select suitable tools and equipment, explain choices in relation to required techniques and use accurately select appropriate materials, fit for purpose; explain choices work through plan in order. realise if product is going to be good quality measure, mark out, cut and shape materials/components with some accuracy assemble, join and combine materials and components with some accuracy apply a range of finishing techniques with some accuracy

Year 4 (cont)		Evaluate refer to design criteria while designing and making use criteria to evaluate product begin to explain how I could improve original design evaluate existing products, considering: how well they've been made, materials, whether they work, how they have been made, fit for purpose discuss by whom, when and where products were designed research whether products can be recycled or reused know about some inventors/designers/ engineers/chefs/manufacturers of ground breaking products Technical knowledge (Materials and structures) measure carefully to avoid mistakes attempt to make product strong continue working on product even if original didn't work make a strong, stiff structure Technical Knowledge (Mechanisms) select most appropriate tools / techniques explain alterations to product after checking it grow in confidence about trying new / different ideas. use levers and linkages to create movement use pneumatics to create movement Technical Knowledge (Textiles) think about user when choosing textiles think about how to make product strong begin to devise a template explain how to join things in a different way understand that a simple fabric shape can be used to make a 3D textiles project Technical knowledge (Food and Nutrition) explain how to be safe/hygienic think about presenting product in interesting/ attractive ways understand ingredients can be fresh, pre-cooked or processed begin to understand about food being grown, reared or caught in the UK or wider world describe eat well plate and how a healthy diet=variety / balance of food and drinks explain importance of food and drink for active, healthy bodies
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Year 4 (cont)		prepare and cook some dishes safely and hygienically use some of the following techniques: peeling, chopping, slicing, grating, mixing, spreading, kneading and baking Technical knowledge (Electrical systems, comp control & monitoring) use number of components in circuit program a computer to control product
Year 5	• Come up with a range of ideas after collecting information from different sources • Produced detailed, step by step plans • Suggest alternative plans; outlining the positive features and drawbacks • Explain how a product will appeal to a specific audience • Evaluate appearance and function against original criteria • Use a range of tools and equipment competently • Make a prototype before making a final version • Show how to be both hygienic and safe in the kitchen	Design use internet and questionnaires for research and design ideas take a user's view into account when designing begin to consider needs/wants of individuals/groups when designing and ensure product is fit for purpose create own design criteria have a range of ideas produce a logical, realistic plan and explain it to others. use cross-sectional planning and annotated sketches make design decisions considering time and resources. clearly explain how parts of product will work model and refine design ideas by making prototypes and using pattern pieces. use computer-aided designs Make use selected tools/equipment with good level of precision produce suitable lists of tools, equipment/materials needed select appropriate materials, fit for purpose; explain choices, considering functionality create and follow detailed step-by-step plan explain how product will appeal to an audience mainly accurately measure, mark out, cut and shape materials/components mainly accurately assemble, join and combine materials/components mainly accurately apply a range of finishing techniques use techniques that involve a small number of steps begin to be resourceful with practical problems Evaluate evaluate quality of design while designing and making

Year 5 (cont)		evaluate ideas and finished product against specification, considering purpose and appearance. test and evaluate final product evaluate and discuss existing products, considering: how well they've been made, materials, whether they work, how they have been made, fit for purpose begin to evaluate how much products cost to make and how innovative they are research how sustainable materials are talk about some key inventors/designers/ engineers/ chefs/manufacturers of ground-breaking products Technical knowledge (Materials and structures) select materials carefully, considering intended use of product and appearance explain how product meets design criteria measure accurately enough to ensure precision ensure product is strong and fit for purpose begin to reinforce and strengthen a 3D frame Technical knowledge (Mechanisms) refine product after testing grow in confidence about trying new / different ideas begin to use cams, pulleys or gears to create movement Technical knowledge (Textiles) think about user and aesthetics when choosing textiles use own template think about how to make product strong and look better think of a range of ways to join things begin to understand that a single 3D textiles project can be made from a combination of fabric shapes. Technical knowledge (Food and Nutrition) explain how to be safe / hygienic and follow own guidelines present product well - interesting, attractive, fit for purpose begin to understand seasonality of foods understand food can be grown, reared or caught in the UK and the wider world describe how recipes can be adapted to change appearance, taste, texture, aroma explain how there are different substances in food / drink needed for health prepare and cook some savoury dishes safely and hygienically including, where appropriate, use of heat source
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Year 5 (cont)		use range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. Technical knowledge (Electrical systems, comp. control & monitoring) incorporate switch into product confidently use number of components in circuit begin to be able to program a computer to monitor changes in environment and control product
Year 6	• Use market research to inform plans and ideas • Follow and refine plans • Justify plans in a convincing way • Show that culture and society are considered in plans and designs • Show how to test and evaluate products • Explain how products should be stored and give reasons • Work within a budget • Evaluate product against clear criteria	Design draw on market research to inform design use research of user's individual needs, wants, requirements for design identify features of design that will appeal to the intended user create own design criteria and specification come up with innovative design ideas follow and refine a logical plan. use annotated sketches, cross-sectional planning and exploded diagrams make design decisions, considering, resources and cost clearly explain how parts of design will work, and how they are fit for purpose independently model and refine design ideas by making prototypes and using pattern pieces use computer-aided designs Make use selected tools and equipment precisely produce suitable lists of tools, equipment, materials needed, considering constraints select appropriate materials, fit for purpose; explain choices, considering functionality and aesthetics create, follow, and adapt detailed step-by-step plans explain how product will appeal to audience; make changes to improve quality accurately measure, mark out, cut and shape materials/components accurately assemble, join and combine materials/components accurately apply a range of finishing techniques use techniques that involve a number of steps be resourceful with practical problems Evaluate evaluate quality of design while designing and making; is it fit for purpose? keep checking design is best it can be evaluate ideas and finished product against specification, stating if it's fit for purpose

Year 6 (cont)		test and evaluate final product; explain what would improve it and the effect different resources may have had do thorough evaluations of existing products considering: how well they've been made, materials, whether they work, how they've been made, fit for purpose evaluate how much products cost to make and how innovative they are research and discuss how sustainable materials are consider the impact of products beyond their intended purpose discuss some key inventors/designers/ engineers/ chefs/manufacturers of ground-products Technical knowledge (Materials and structures) select materials carefully, considering intended use of the product, the aesthetics and functionality. explain how product meets design criteria reinforce and strengthen a 3D frame Technical Knowledge (Mechanisms) refine product after testing, considering aesthetics, functionality and purpose incorporate hydraulics and pneumatics be confident to try new / different ideas use cams, pulleys and gears to create movement Technical Knowledge (Textiles) think about user's wants/needs and aesthetics when choosing textiles make product attractive and strong make a prototype use a range of joining techniques think about how product might be sold think carefully about what would improve product understand that a single 3D textiles project can be made from a combination of fabric shapes. Technical knowledge (Food and Nutrition) understand a recipe can be adapted by adding / substituting ingredients explain seasonality of foods learn about food processing methods name some types of food that are grown, reared or caught in the UK or wider world adapt recipes to change appearance, taste, texture or aroma.
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Year 6 (cont)		describe some of the different substances in food and drink, and how they can affect health prepare and cook a variety of savoury dishes safely and hygienically including, where appropriate, the use of heat source. use a range of techniques confidently such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. Technical knowledge (Electrical systems, comp control & monitoring) use different types of circuit in product think of ways in which adding a circuit would improve product program a computer to monitor changes in environment and control product
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