

## DESIGN & TECHNOLOGY

Year 1 & Year 2	Year 3, Year 4, Year 5 & Year 6
Design purposeful, functional, appealing products for himself/herself and other users based on design criteria	Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
Generate, develop, model and communicate his/her ideas through talking, drawing, templates, mock-ups and where appropriate, information and communication technology	Select from and use a wider range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing, accurately
Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Investigate and analyse a range of existing products
Explore and evaluate a range of existing products	Evaluate his/her ideas and products against his/her own design criteria and consider the views of others to improve his/her work
Evaluate his/her ideas and products against design criteria	Understand how key events and individuals in design and technology have helped shape the world
Builds structures, exploring how they can be made stronger, stiffer and more stable	Apply his/her understanding of how to strengthen, stiffen and reinforce more complex structures
Explore and use mechanisms e.g. levers, sliders, wheels and axles in his/her products	Understand and use mechanical systems in his/her products e.g. gears, pulleys, cams, levers and linkages
	Understand and use electrical systems in his/her products e.g. series circuits incorporating switches, bulbs, buzzers and motors
	Apply his/her understanding of computing to program, monitor and control his/her products