John Rankin Schools-DT skills progression									
Skill	NC Statements	Year 1	Year 2	Year 3 Year 4		Year 5	Year 6		
Design Curriculum level 1a-d	To design purposeful, functional, appealing products for themselves and other users based on design criteria 1a. To generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. 1b 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. 1c. Plan, suggesting a sequence of actions or alternatives if needed. 1d. generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	 Draw on their own ideas and experiences to generate ideas. Identify a target group for what they are going to design and make. Suggest and explain their ideas and how they are going to create them. Model or create a pattern using paper or card. Modify and improve ideas at the planning stage. 	Draw on their own ideas and experiences to generate ideas. Develop and modify ideas through discussion, observation, drawing and modelling. Identify the purpose for what they will design and make. Work with given design criteria. Label plans.	 Consider the purpose of an item and identify the user/s when generating ideas. Agree on a design criteria for the item. Identify and plan the order of work. Indicate how their design will work by modelling ideas. Explain how parts of the product will work. 	 Consider the purpose of the item being designed. Gather information about the demographic they are designing for. Evaluate similar products and assimilate ideas for their own design. Produce labelled plan of the item from different perspectives. Identify and plan the design criteria. Communicate ideas about their planning and discuss feasibility and back up plans. 	 Generate ideas by brainstorming and identify a purpose for their product and the demographic they are aiming for. Develop and explain ideas with clear design objectives. Plan a sequence of actions, planning how to use materials, equipment and processes, and suggesting alternative methods of making if the first attempts fail. Use results of investigations, information sources, including ICT when developing design ideas. Share outcomes, including things that went well and those that had to be modified. 	 Communicate ideas through detailed labelled drawings. Develop a design specification specifying the purpose and demographic aimed at. Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of physical and technological ways. Plan the order of their work, choosing appropriate materials, tools and techniques. Develop ideas and solutions for modifications if necessary. 		
Working with tools, equipment, materials and components to	2a Select tools, techniques and materials.	Make their design using appropriate techniques for	Begin to select tools and materials; use	Select tools and techniques for making their	Select appropriate tools and techniques	Select appropriate materials, tools	Select appropriate tools, materials,		

make quality products	2b Suggest alternative	the materials	appropriate		product.		for making their		and techniques.		components and
(including food)	ways of making a	chosen.	vocabulary to	•	Measure, mark		product.	•	Measure and mark		techniques.
Curriculum levels 2a-f	product if the first	 With help 	name and		out, cut, score	•	Measure, mark		out accurately.	•	Assemble
	attempt fails.	measure, mark	describe them.		and assemble		out, cut and shape	•	Use skills in using		components to
	2c Explore the sensory	out, cut and shape	 Measure, cut and 		components with		a range of		different tools		make working
	qualities of materials	a range of	score with some		more accuracy.		materials, using		and equipment		models.
	and how to use them.	materials.	accuracy.	•	Work safely and		appropriate tools,		safely and	•	Use tools safely
	2d Measure, mark out,	 Handle and use 	 Use hand tools 		accurately with a		equipment and		accurately.		and accurately.
	cut and shape	tools eg scissors	safely and		range of simple		techniques.	•	Weigh and	•	Construct
	materials accurately.	and a hole punch	appropriately.		tools.	•	Join and combine		measure		products using
	2e Use finishing	safely.	Use a wider	•	Think about their		materials and		accurately (time,		permanent joining
	techniques to	 Assemble, join 	variety of joining		ideas as they		components		dry ingredients,		techniques.
	strengthen and	and combine	methods.		make progress		accurately in		liquids).	•	Make
	improve the	materials and	 Assemble, join 		and be willing		temporary and	•	Apply the rules		modifications if
	appearance of the	components	and combine		change things if		permanent ways.		for basic food		necessary as they
	product.	together using a	materials in order		this helps them	•	Sew using a range		hygiene and other		go along.
	2f Follow safe	variety of	to make a		improve their		of different		safe practices e.g.	•	Pin, sew and
	procedures for food	temporary	product.		work.		stitches, weave		hazards relating		stitch materials
	safety and hygiene.	methods e.g. glues	 Learn about the 	•	Measure, tape or		and knit a range		to the use of		together create a
		or masking tape.	movement of		pin, cut and join		of materials.		ovens. Safely		product.
		Use correct	simple		fabric with some	•	Measure, tape or		prepare meat.	•	Achieve a quality
		vocabulary for	mechanisms such		accuracy.		pin, cut and join	•	Cut and join with		product.
		characteristics of	as levers, sliders,	•			fabric with some		accuracy to		
		materials and	wheels and axles.	•	Demonstrate		accuracy.		ensure a good-		
		components	 Know how 		safe and hygienic	•	Use simple		quality finish to		
		 Select and use 	freestanding		food preparation		graphical		the product.		
		appropriate fruit	structures can be		and storage.		communication				
		and vegetables,	made stronger	•	Use finishing		techniques.				
		use appropriate	and more stable.		techniques						
		processes and	 Cut, shape and 		strengthen and						
		tools.	join fabric to		improve the						
		 Use basic food 	make a simple		appearance of						
		handling, hygienic	garment.		their product						
		practices and	Use basic sewing		using a range of						
		personal hygiene.	techniques.		equipment						
		 Use simple 	 Learn how to 		including ICT.						
		finishing	make knots.		_						
		techniques to	 Follow safe 								
		improve the	procedures for								
		appearance of	food safety and								
		their product.	hygiene.								
			 Choose and use 								
			appropriate								
			finishing								
			techniques.								
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Food and nutrition	Across KS1 pupils			Across KS2	In early KS2	In late KS2 pupils	In late KS2 pupils
	should know:			children should	pupils should also	should also know:	should also know:
	 that all food comes 			know that food is	know:	• that seasons	 that recipes can
	from plants or animals			grown (such as	· that a healthy	may affect the	be adapted to
	 that food has to be 			tomatoes, wheat	diet is made up	food available	change the
	farmed, grown			and potatoes),	from a variety	 how food is 	appearance, taste,
	elsewhere (e.g. home)			reared (such as	and balance of	processed into	texture and
	or caught			pigs, chickens and	different food	ingredients that	aroma
	 how to name and 			cattle) and caught	and drink, as	can be eaten or	 that different
	sort foods into the			(such as fish) in	depicted in The	used in cooking	food and drink
	five groups in The			the UK, Europe	Eatwell plate		contain different
	Eatwell plate			and the wider	 that to be active 		substances -
	· that everyone should			world	and healthy, food		nutrients, water
	eat at least five			Across KS2 pupils	and drink are		and fibre - that
	portions of fruit and			should know: •	needed to provide		are needed for
	vegetables every day			how to prepare	energy for the		health
	· how to prepare			and cook a variety	body		
	simple dishes safely			of predominantly	,		
	and hygienically,			savoury dishes			
	without using a heat			safely and			
	source			hygienically			
	· how to use			including, where			
	techniques such as			appropriate, the			
	cutting, peeling and			use of a heat			
	grating			Source			
	granng			· how to use a			
				range of			
				techniques such			
				•			
				as peeling,			
				chopping, slicing,			
				grating, mixing,			
				spreading,			
				kneading and			
				baking			
Technical knowledge	Across KS1 the	•	•	Across KS2 pupils	In early KS2 pupils		In late KS2 pupils
	children should know			should know:	should also know:		should also know:
	that;			· how to use learning	· how mechanical		how mechanical
	• a 3-D textiles			from science to help	systems such as levers		systems such as cams
	product can be			design and make	and linkages or		or pulleys or gears
	assembled from			products that work	pneumatic systems		create movement
	two identical			· how to use learning	create movement		· how more complex
	fabric shapes.			from mathematics to	· how simple electrical		electrical circuits and
	 the correct 			help design and make	circuits and		components can be
	technical			products that work	components can be		used to create
	vocabulary for			 that materials have 	used to create		functional products
	the projects they			both functional	functional products		· how to program a

are undertaking • Know that food ingredients should be combined according to their sensory characteristics •			properties and aesthetic qualities that materials can be combined and mixed to create more useful characteristics that mechanical and electrical systems have an input, process and output the correct technical vocabulary for the projects they are undertaking	how to program a computer to control their products how to make strong, stiff shell structures that a single fabric shape can be used to make a 3D textiles product that food ingredients can be fresh, precooked and processed		computer to monitor changes in the environment and control their products · how to reinforce and strengthen a 3D framework · that a 3D textiles product can be made from a combination of fabric shapes · that a recipe can be adapted by adding or substituting one or
Evaluate Explore and evaluate existing products by deciding how they are suited to the criteria. Explore and evaluate existing products by deconstructing them to see how they are made. Evaluate their product by discussing how well it works in relation to the purpose and criteria. Evaluate their products as they are developed, identifying strengths and possible changes they might make. Evaluate their product by asking questions about what they have made and how	Across KS1 pupils should explore: what products are who products are for what products are for how products work how products are used where products might be used what materials products are made from what they like and dislike about products Deconstruct and discuss products similar to the ones they are creating. Evaluate against their design criteria. Evaluate their products as they are developed,	Evaluate their product against original design criteria e.g. how well it meets its intended purpose. Disassemble and evaluate familiar products	Across K52 pupils should investigate and analyse • how well products have been designed • how well products have been made • why materials have been chosen • what methods of construction have been used • how well products work • how well products achieve their purposes • how well products meet user needs and wants • who designed and made the products were designed and made • when products were designed and made • whether	Evaluate a product against the original design specification. Evaluate it personally and seek evaluation from others	In late KS2 pupils should also investigate and analyse: • how much products cost to make • how innovative products are • how sustainable the materials in products are • what impact products have beyond their intended purpose • Evaluate their work both during and at the end of the assignment. • Evaluate their products, evaluating strengths and areas for development, and carrying out appropriate test. • Record their evaluations using drawings with labels.	more ingredients

they have gone	identifying	products can be	Evaluate against	
about it.	strengths and	recycled or	their original	
	possible changes	reused	criteria and	
	they might make.	 Evaluate their 	suggest ways that	
	Talk about their	products carrying	their product	
	ideas, saying what	out appropriate	could be improved	
	they like and	tests	·	
	dislike about			
	them.			