

St Mary's Catholic Primary School
Design and Technology Skills Progression Map



Essential Skills	Early Learning Goal	Year 1 and 2	Year 3 and 4	Year 5 and 6
Practical Skills	- Manipulate materials to achieve a planned effect. - Select tools and techniques needed to shape, assemble and join materials.	- Cut, peel or grate ingredients safely and hygienically. - Assemble or cook ingredients. - Demonstrate a range of cutting and shaping techniques. - Demonstrate a range of joining techniques. - Choose suitable techniques to construct products. - Cut materials safely using tools provided.	- Prepare ingredients hygienically using appropriate utensils. - Follow a recipe. - Assemble or cook ingredients. - Cut materials with precision and refine the finish with appropriate tools. - Select appropriate joining techniques.	- Demonstrate a range of baking and cooking techniques. - Select from and use a wider range of materials and components including constructional materials, textiles and ingredients, according to their functional properties and aesthetic qualities. - Show an understanding of the qualities of materials to choose appropriate tools to cut and shape. - Join textiles with a combination of stitching techniques. - Develop a range of practical skills to create products.
Designing, Making, Evaluating and Improving	- Construct with purpose in mind, using a variety of resources. - Select appropriate resources and adapt work where necessary. - Create simple representations of events, people and objects.	- Design products that have a clear purpose and an intended user. - Make products, refining the design as work progresses. - Explore objects and designs to identify likes and dislikes of the designs.	- Design with purpose by identifying opportunities to design. - Make products, refining the design as work progresses. - Refine work and techniques as work progresses, continually evaluating the product design.	- Design products with a clear user in mind, motivated by the service a product will offer. - Ensure products have a high-quality finish, using art skills where appropriate. - Generate, develop, model and communicate their ideas through discussion, annotated sketches cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. - Use research and develop design criteria to inform designs for products that are fit for purpose.

Design Throughout History		• Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. • Explore how products have been created.	• Identify some of the great designers in all of the areas of study. • Improve upon existing designs, giving reasons for choices.	• Combine elements of design from a range of inspirational designers throughout history, giving reasons for their choices. • Investigate and analyse a range of existing products. • Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
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