

Year 1

Design and Technology	
Master practical skills, design, make, evaluate and improve and take inspiration from design throughout history.	
Master practical skills	
Expected	Might progress further
Learning to.... Food Cut, peel or grate ingredients safely. Measure or weigh using cups or scales. Put together or cook ingredients. Materials Cut materials safely Measure and mark to the nearest cm. Tear, cut, fold and curl materials. Textiles Shape materials using templates. Learn to join materials using a running stitch. Colour and decorate materials by dyeing, adding sequins or printing. Mechanics Create products using levers, wheels and winding mechanisms.	Confident to... Food Cut, peel or grate ingredients safely. Measure or weigh using cups or scales. Put together or cook ingredients. Materials Cut materials safely Measure and mark to the nearest cm. Tear, cut, fold and curl materials. Glue, hinge and combine materials. Textiles Shape materials using templates. Join materials using a running stitch. Colour and decorate materials by dyeing, adding sequins or printing. Mechanics Create products using levers, wheels and winding mechanisms.
Design, make, evaluate and improve.	
Expected	Might progress further

Design products that have a clear purpose. Make products and begin to follow the design.	Design products that have a clear purpose and an intended user. Make products, following the design. Use software design.
Take inspiration from design throughout history	
Expected	Might progress further
Explore objects and say what is liked and disliked about the design.	Explore objects and say what is liked and disliked about the design. Suggest improvements to existing designs. Explore how products and been created.
Cookery	

Year 2

Design and Technology	
Master practical skills, design, make, evaluate and improve and take inspiration from design throughout history.	
Master practical skills	
Expected	Might progress further
Food Cut, peel or grate ingredients safely. Measure or weigh using cups or scales. Put together or cook ingredients.	Food Measure to the nearest gram Follow a recipe Cook ingredients controlling the temperature of the oven.

Materials Cut materials safely Measure and mark to the nearest cm. Tear, cut, fold and curl materials. Glue, hinge and combine materials. Textiles Shape materials using templates. Join materials using a running stitch. Colour and decorate materials by dyeing, adding sequins or printing. Mechanics Create products using levers, wheels and winding mechanisms.	Materials Measure to the nearest mm. Select equipment with independence. Textiles Understand the need for a seam allowance. Select appropriate techniques to decorate. Mechanics Use understanding of forces to strengthen a design.
Design, make, evaluate and improve.	
Expected	Might progress further
Design products that have a clear purpose and an intended user. Make products, following the design. Use software design.	Carefully select appropriate materials. Continually evaluate to improve.
Take inspiration from design throughout history	
Expected	Might progress further
Explore objects and say what is liked and disliked about the design. Suggest improvements to existing designs. Explore how products and been created.	Identify some of the great designers throughout history to help generate ideas. Improve existing designs, giving reasons for change. Disassemble products to see how they work.

Cookery

Year 3

Design and Technology

Master practical skills, design, make, evaluate and improve and take inspiration from design throughout history.

Master practical skills

Expected

Food

Measure to the nearest gram

Follow a recipe

Cook ingredients controlling the temperature of the oven.

Materials

Measure to the nearest mm.

Select equipment with independence.

Textiles

Understand the need for a seam allowance.

Select appropriate techniques to decorate.

Mechanics

Begin to use understanding of forces to strengthen a design.

Might progress further

Food

Prepare ingredients hygienically using appropriate utensils.

Measure ingredients to the nearest gram accurately.

Materials

Cut materials accurately and safely by selecting appropriate tools.

Select appropriate joining techniques.

Textiles

Join textiles with appropriate stitching.

Select the most appropriate techniques to decorate textiles.

Mechanics

Use understanding of forces to strengthen a design.

Design, make, evaluate and improve.	
Expected	Might progress further
Carefully select appropriate materials. Continually evaluate to improve.	Design with purpose by identifying opportunities to design. Refine work and techniques as work progresses, continually evaluating the product design.
Take inspiration from design throughout history	
Expected	Might progress further
Begin to identify some of the great designers throughout history to help generate ideas. Start to improve existing designs, giving reasons for change. Disassemble products to see how they work.	Identify some of the great designers throughout history to help generate ideas. Improve existing designs, giving reasons for change. Disassemble products to see how they work.
Cookery	

Year 4

Design and Technology	
Master practical skills, design, make, evaluate and improve and take inspiration from design throughout history.	
Master practical skills	
Expected	Might progress further

Food Confidently measure to the nearest gram. Follow a recipe with precision. Cook ingredients controlling the temperature of the oven. Materials Confidently measure to the nearest mm. Select equipment with independence. Textiles Understand the need for a seam allowance. Select appropriate techniques to decorate. Mechanics Use understanding of forces to strengthen a design.	Food Understand the importance of the correct way to store food. Demonstrate a range of cooking techniques. Materials Cut materials with precision. Show an understanding of the qualities of materials. Textiles Create objects that employ a seam allowance. Join materials with a combination of stitching techniques. Mechanics Create rotary motion into linear motion.
Design, make, evaluate and improve.	
Expected	Might progress further
Carefully select appropriate materials. Continually evaluate to improve. Begin to design with the user in mind.	Design with the user in mind. Make products through stages of prototypes. Ensure products have a high-quality finish.
Take inspiration from design throughout history	
Expected	Might progress further
Identify great designers throughout history to help generate ideas.	Combine elements of design from a range of inspirational designers.

Confidently improve existing designs, giving reasons for change. Confidently disassemble products to see how they work.	Create innovative designs.
Cookery	

Year 5

Design and Technology Master practical skills, design, make, evaluate and improve and take inspiration from design throughout history.	
Master practical skills	
Expected	Might progress further
Food Prepare ingredients hygienically using appropriate utensils. Measure to nearest gram accurately. Materials Cut materials accurately and safely. Measure and mark to nearest mm. Select appropriate joining techniques. Textiles Understand the need for seam allowance. Join textiles with appropriate stitching. Select appropriate techniques to decorate textiles.	Food Begin to understand importance of correct storage and handling ingredients (using knowledge of micro-organisms). Demonstrate a range of cooking and baking techniques. Create and refine some recipes. Material Cut materials with some precision and refine the finish with tools e.g. sanding wood. Begin to select tools using knowledge of materials. Textiles Create objects that employ seam allowance. Join textiles with a combination of stitching. Use the qualities of materials to create suitable visual and tactile effects of textiles.
Design, make, evaluate and improve.	
Expected	Might progress further
Design products that have a clear purpose by identifying opportunities to design.	Begin to make products through stages of prototypes, making continual refinements.

Make products by working efficiently. Use software design with accuracy.	Ensure products have high level of finish. Use prototypes, cross sectional diagrams and computer aided designs to represent designs.
Take inspiration from design throughout history	
Expected	Might progress further
Identify some of the great designers in all areas of study to generate ideas and begin to use a range of inspiration. Improve upon existing designs and provide reasons for choices. Disassemble products to understand how they work.	Combine elements of designs from a range of inspirational designers throughout history. Evaluate the design of products so as to suggest improvements to the user experience.
Cookery	

Year 6

Design and Technology Master practical skills, design, make, evaluate and improve and take inspiration from design throughout history.	
Master practical skills	
Expected	Might progress further
Food: Prepare ingredients hygienically using appropriate utensils. Follow a recipe and measure ingredients to the nearest gram accurately. Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking). Materials: Cut materials accurately and safely by selecting appropriate tools. Measure to the nearest millimetre. Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs). Select appropriate joining techniques. Mechanics and Construction: Choose suitable techniques to construct products or strengthen materials using suitable techniques. Use understanding of forces to strengthen a design.	Food: Understand the correct storage of ingredients (using knowledge of micro-organisms YR6). Measure accurately and calculate ratios of ingredients. Demonstrate a range of baking and cooking techniques. Create and refine recipes. Materials: Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor). • Show an understanding of the qualities of materials to choose appropriate tools to cut and shape. Mechanics and Construction: Develop a range of skills to create products (such as cutting, drilling and screwing, nailing, gluing, filling and sanding). Convert rotary motion to linear using cams. Use innovative combinations of electronics (or computing) and mechanics in product designs.

Design, make, evaluate and improve.	
Expected	Might progress further
Design with purpose by identifying opportunities to design. Refine work and techniques as work progresses, continually evaluating the product design. Use software to design and represent product designs.	Design with the user in mind through stages of prototypes, making continual refinements. Ensure products have a high quality finish, using art skills where appropriate.
Take inspiration from design throughout history	
Expected	Might progress further
Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs. Improve upon existing designs, giving reasons for choices.	Use elements of design from a range of inspirational designers throughout history, giving reasons for choices. Evaluate the design of products so as to suggest improvements to the user experience.
Cookery	