



Design & Technology

Progression of Skills

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Research Explore context and existing products	Discuss what a product is and might use it.	Understand what a product is and who it is for. Understand how a product works and how it is used. Identify where you might find this product.	Understand what a product is and who it is for. Understand how a product works and how it is used. Identify where you might find this product. Identify the materials used to make the product. Express an opinion about the product.	Identify who made the product, when it was made and what its purpose is. Identify what the product has been made from. Evaluate the product on design and use.		Identify who made the product, when it was made and what its purpose is. Identify what the product has been made from and how environmentally friendly the materials are. Evaluate the product on design, appearance and use. Identify the cost to make the product.	Identify who made the product, when it was made and what its purpose is. Identify what the product has been made from and how environmentally friendly the materials are. Evaluate the product on design, appearance and use. Identify the cost to make the product and whether it has any other purposes e.g. leading innovation of the time, trend setting.

Design Develop, plan and communicate ideas	Use gestures, talking and arrangements of materials and components to show what they will be designing and making. Select appropriate resources.	Explain what product they will be designing and making. Explain who their product will be used by and what it will be used for. Describe design using pictures and words to plan.	Use own experiences and existing products to develop ideas.	Describe the purpose of their product and how it will work.	Describe the purpose of their product and how it will work.	Describe the purpose of their product and how it will work.	Describe the purpose of their product and how it will work.
			Explain what product they will be designing and making. Explain who their product will be used by, what it will be used for and how it will work. Describe design using pictures, words, models, diagrams. Choose best tools and materials, and explain choices.	Identify design features that will appeal to intended users. Begin to research other's needs and generate realistic ideas that meet needs of those users. Follow given design criteria to plan ideas. Describe design using an accurately labelled sketch and words.	Identify design features that will appeal to intended users. Generate realistic ideas that meet needs of users and takes into account availability of resources. Develop their own design criteria and use for planning ideas. Describe design using an accurately labelled sketch and words.	Identify design features that will appeal to intended users. Clearly explain how parts of their product works. Generate innovative ideas that meet needs of users and takes into account availability of resources. Develop their own design criteria and use for planning ideas. Model and refine design ideas by making prototypes.	Identify design features that will appeal to intended users. Clearly explain how parts of their product works. Generate innovative ideas that meet needs of users and takes into account availability of resources. Create a design description for their product. Highlight the impact of time, resources, and costs within their design ideas. Independently model and refine design ideas by making prototypes.

Make Select and use tools, equipment, materials and components to make quality products	Select suitable tools to shape, assemble and join. Discuss how to make an activity safe and hygienic.	Select suitable tools to cut, shape, join and finish. Measure, mark out, cut and shape materials and components, with support. Join, assemble and combine materials and components. Follow safety and food hygiene procedures.	Choose suitable tools to cut, shape, join, finish and explain why they should be used. Measure, mark, cut and shape materials and components. Join, assemble and combine materials and components. Use finishing techniques. Follow safety and food hygiene procedures.	Choose suitable tools to cut, shape, join, finish and explain why they should be used. Measure, mark, cut and shape materials and components with some accuracy. Join, assemble and combine materials and components with some accuracy. Use finishing techniques with some accuracy. Use design criteria whilst making. Follow safety and food hygiene procedures.	Choose suitable tools to cut, shape, join, finish and explain why they should be used. Measure, mark, cut and shape materials and components accurately. Join, assemble and combine materials and components accurately. Use finishing techniques accurately. Use design criteria whilst making. Demonstrate problem-solving skills when encountering a mistake or practical problem. Follow safety and food hygiene procedures.	Choose suitable tools to cut, shape, join, finish and explain why they should be used. Measure, mark, cut and shape materials and components accurately. Join, assemble and combine materials and components accurately. Use finishing techniques that involve a number of steps accurately. Use design criteria whilst making. Demonstrate problem-solving skills when encountering a mistake or practical problem. Follow safety and food hygiene procedures.
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Evaluate Explore and evaluate processes and products, referring to initial ideas	Talk about their design ideas and what they have made.	Talk about their design ideas and what they have made. Make simple judgements of how the product met their design ideas.	Talk about their design ideas and what they have made. Make simple judgements of how the product met their design ideas. Suggest how their product could be improved.	Use design criteria to evaluate product – identify both strengths and areas for improvement. Consider the views of others, including intended user, whilst evaluating	Use design criteria to evaluate product – identify both strengths and areas for improvement. Consider the views of others, including intended user, whilst evaluating Begin to evaluate how much product cost to make and how innovative they are.	Use design criteria to evaluate product – looking at quality of end product and design and whether it is fit for its intended purpose. Consider the views of others, including intended user, whilst evaluating. Evaluate how much product cost to make and how innovative they are.
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