

AWGS Progression of Skills In Design Technology

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Developing, planning and communicating ideas.	<ul style="list-style-type: none"> ➤ Draw on their own experience to help generate ideas ➤ Suggest ideas and explain what they are going to do ➤ Identify a target group for what they intend to design and make ➤ Model their ideas in card and paper ➤ Develop their design ideas applying findings from their earlier research 	<ul style="list-style-type: none"> ➤ Generate ideas by drawing on their own and other people's experiences ➤ Develop their design ideas through discussion, observation, drawing and modelling ➤ Identify a purpose for what they intend to design and make ➤ Identify simple design criteria ➤ Make simple drawings and label parts 	<ul style="list-style-type: none"> ➤ Generate ideas for an item, considering its purpose and the user/s ➤ Identify a purpose and establish criteria for a successful product. ➤ Plan the order of their work before starting ➤ Explore, develop and communicate design proposals by modelling ideas ➤ Make drawings with labels when designing 	<ul style="list-style-type: none"> ➤ Generate ideas, considering the purposes for which they are designing ➤ Make labelled drawings from different views showing specific features ➤ Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail ➤ Evaluate products and identify criteria that can be used for their own designs 	<ul style="list-style-type: none"> ➤ Generate ideas through brainstorming and identify a purpose for their product ➤ Draw up a specification for their design ➤ Develop a clear idea of what has to be done, 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 	<ul style="list-style-type: none"> ➤ Communicate their ideas through detailed labelled drawings ➤ Develop a design specification ➤ Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways ➤ Plan the order of their work, choosing appropriate materials, tools and techniques
Working with tools, equipment, materials and components to make quality products (inc- food)	<ul style="list-style-type: none"> ➤ Make their design using appropriate techniques ➤ With help measure, mark out, cut and shape a range of materials ➤ Use tools <i>eg scissors and a hole punch</i> safely ➤ Assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape ➤ Select and use appropriate fruit and vegetables, processes and tools ➤ Use basic food handling, hygienic practices and personal hygiene ➤ Use simple finishing techniques to improve the appearance of their product 	<ul style="list-style-type: none"> ➤ Begin to select tools and materials; use vocab' to name and describe them ➤ Measure, cut and score with some accuracy ➤ Use hand tools safely and appropriately ➤ Assemble, join and combine materials in order to make a product ➤ Cut, shape and join fabric to make a simple garment. Use basic sewing techniques ➤ Follow safe procedures for food safety and hygiene ➤ Choose and use appropriate finishing techniques 	<ul style="list-style-type: none"> ➤ Select tools and techniques for making their product ➤ Measure, mark out, cut, score and assemble components with more accuracy ➤ Work safely and accurately with a range of simple tools ➤ Think about their ideas as they make progress and be willing change things if this helps them improve their work ➤ Measure, tape or pin, cut and join fabric with some accuracy ➤ Demonstrate hygienic food preparation and storage ➤ Use finishing techniques strengthen and improve the appearance of their product using a range of equipment including ICT 	<ul style="list-style-type: none"> ➤ Select appropriate tools and techniques for making their product ➤ Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques ➤ Join and combine materials and components accurately in temporary and permanent ways ➤ Sew using a range of different stitches, weave and knit ➤ Measure, tape or pin, cut and join fabric with some accuracy ➤ Use simple graphical communication techniques 	<ul style="list-style-type: none"> ➤ Select appropriate materials, tools and techniques ➤ Measure and mark out accurately ➤ Use skills in using different tools and equipment safely and accurately ➤ Weigh and measure accurately (time, dry ingredients, liquids) ➤ Apply the rules for basic food hygiene and other safe practices <i>e.g. hazards relating to the use of equipment</i> ➤ Cut and join with accuracy to ensure a good-quality finish to the product 	<ul style="list-style-type: none"> ➤ Select appropriate tools, materials, components and techniques ➤ Assemble components make working models ➤ Use tools safely and accurately ➤ Construct products using permanent joining techniques ➤ Make modifications as they, go along ➤ Pin, sew and stitch materials together create a product ➤ Achieve a quality product
Evaluating processes and products	<ul style="list-style-type: none"> ➤ Evaluate their product by discussing how well it works in relation to the purpose ➤ 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 they have gone about it 	<ul style="list-style-type: none"> ➤ Evaluate against their design criteria ➤ Evaluate their products as they are developed, identifying strengths and possible changes they might make ➤ Talk about their ideas, saying what they like and dislike about them 	<ul style="list-style-type: none"> ➤ Evaluate their product against original design criteria <i>e.g. how well it meets its intended purpose</i> ➤ Disassemble and evaluate familiar products 	<ul style="list-style-type: none"> ➤ Evaluate their work both during and at the end of the assignment ➤ Evaluate their products carrying out appropriate tests 	<ul style="list-style-type: none"> ➤ Evaluate a product against the original design specification ➤ Evaluate it personally and seek evaluation from others 	<ul style="list-style-type: none"> ➤ Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests ➤ Record their evaluations using drawings with labels ➤ Evaluate against their original criteria and suggest ways that their product could be improved