



	Birth– 3	3 – 4	Reception	Y1	Y2	Y3	Y4	Y5	Y6
Developing, planning and communicating ideas.	<p>Experiments with blocks, colours and marks.</p> <p>Repeat actions that have an effect.</p> <p>Explore materials with different properties.</p> <p>Explore natural materials, indoors and outside.</p>	<p>Show an interest in technological toys with knobs or pulleys, or real objects such as cameras and mobile phones.</p> <p>Developing preferences for forms of expression.</p> <p>Captures experiences and responses with a range of media such as music, dance, paint and other materials or worlds.</p> <p>Use all their senses in hands on exploration of natural materials.</p> <p>Explore collections of materials with similar and/or different properties.</p> <p>Talk about what they see, using a wide vocabulary.</p>	<p>Manipulates materials to achieve a planned effect.</p> <p>Constructs with a purpose in mind using a variety of resources.</p>	<p>Draw on their own experience to help generate ideas</p> <p>Suggest ideas and explain what they are going to do</p> <p>Identify a target group for what they intend to design and make</p> <p>Model their ideas in card and paper</p> <p>Develop their design ideas applying findings from their earlier research</p>	<p>Generate ideas by drawing on their own and other people's experiences</p> <p>Develop their design ideas through discussion, observation, drawing and modelling</p> <p>Identify a purpose for what they intend to design and make</p> <p>Identify simple design criteria</p> <p>Make simple drawings and label parts</p>	<p>Generate ideas for an item, considering its purpose and the user/s</p> <p>Identify a purpose and establish criteria for a successful product.</p> <p>Plan the order of their work before starting</p> <p>Explore, develop and communicate design proposals by modelling ideas</p> <p>Make drawings with labels when designing</p>	<p>Generate ideas, considering the purposes for which they are designing</p> <p>Make labelled drawings from different views showing specific features</p> <p>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</p> <p>Evaluate products and identify criteria that can be used for their own designs</p>	<p>Generate ideas through brainstorming and identify a purpose for their product</p> <p>Draw up a specification for their design</p> <p>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</p> <p>Use results of investigations, information sources, including ICT when developing design ideas</p>	<p>Communicate their ideas through detailed labelled drawings</p> <p>Develop a design specification</p> <p>Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways</p> <p>Plan the order of their work, choosing appropriate materials, tools and techniques</p>

<p>Working with tools, equipment, materials and components to make quality products (inc-food)</p>	<p>Operates mechanical toys eg turns the wind up toy or pulls back on a friction car.</p> <p>Shows control in holding and using jugs to pour, hammers and mark making tools.</p>	<p>Talk about why things happen and how things work.</p> <p>Knows how to operate simple equipment.</p> <p>Uses various construction materials.</p> <p>Beginning to construct stacking blocks vertically and horizontally, making enclosures and creating spaces.</p> <p>Joins construction pieces together to build and balance.</p> <p>Realises tools can be used for a purpose.</p> <p>Understands use of objects (eg What do we use to cut things?"</p> <p>Explore different materials freely, in order to develop their ideas about how to use</p>	<p>Uses simple tools and techniques competently and appropriately.</p> <p>Selects appropriate resources and adapts work where necessary.</p> <p>Selects tools and techniques needed to shape, assemble and join materials they are using.</p> <p>They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	<p>Make their design using appropriate techniques</p> <p>With help measure, mark out, cut and shape a range of materials</p> <p>Use tools eg scissors and a hole punch safely</p> <p>Assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape</p> <p>Select and use appropriate fruit and vegetables, processes and tools</p> <p>Use basic food handling, hygienic practices and personal hygiene</p> <p>Use simple finishing techniques to improve the appearance of their product</p>	<p>Begin to select tools and materials; use vocab' to name and describe them</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Measure, cut and score with some accuracy</li> <li><input type="checkbox"/> Use hand tools safely and appropriately</li> <li><input type="checkbox"/> Assemble, join and combine materials in order to make a product</li> <li><input type="checkbox"/> Cut, shape and join fabric to make a simple garment.</li> </ul> <p>Use basic sewing techniques</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Follow safe procedures for food safety and hygiene</li> <li><input type="checkbox"/> Choose and use appropriate finishing techniques</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Select tools and techniques for making their product</li> <li><input type="checkbox"/> Measure, mark out, cut, score and assemble components with more accuracy</li> <li><input type="checkbox"/> Work safely and accurately with a range of simple tools</li> <li><input type="checkbox"/> Think about their ideas as they make progress and be willing change things if this helps them improve their work</li> <li><input type="checkbox"/> Measure, tape or pin, cut and join fabric with some accuracy</li> <li><input type="checkbox"/> Demonstrate hygienic food preparation and storage</li> <li><input type="checkbox"/> Use finishing techniques strengthen and improve the appearance of their product using a range of equipment including ICT</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Select appropriate tools and techniques for making their product</li> <li><input type="checkbox"/> Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques</li> <li><input type="checkbox"/> Join and combine materials and components accurately in temporary and permanent ways</li> <li><input type="checkbox"/> Sew using a range of different stitches, weave and knit</li> <li><input type="checkbox"/> Measure, tape or pin, cut and join fabric with some accuracy</li> <li><input type="checkbox"/> Use simple graphical communication techniques</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Select appropriate materials, tools and techniques</li> <li><input type="checkbox"/> Measure and mark out accurately</li> <li><input type="checkbox"/> Use skills in using different tools and equipment safely and accurately</li> <li><input type="checkbox"/> Weigh and measure accurately (time, dry ingredients, liquids)</li> <li><input type="checkbox"/> Apply the rules for basic food hygiene and other safe practices e.g. hazards relating to the use of ovens</li> <li><input type="checkbox"/> Cut and join with accuracy to ensure a good-quality finish to the product</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Select appropriate tools, materials, components and techniques</li> <li><input type="checkbox"/> Assemble components make working models</li> <li><input type="checkbox"/> Use tools safely and accurately</li> <li><input type="checkbox"/> Construct products using permanent joining techniques</li> <li><input type="checkbox"/> Make modifications as they go along</li> <li><input type="checkbox"/> Pin, sew and stitch materials together create a product</li> <li><input type="checkbox"/> Achieve a quality product</li> </ul>
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		<p>them and what to make.</p> <p>Develop their own ideas and then decide which materials to use to express them.</p> <p>Join different materials and explore different textures.</p>							
Evaluating processes and products		<p>Realises tools can be used for a purpose.</p>	<p>Represent their own ideas thoughts and feelings through design and technology.</p> <p>Selects appropriate resources and adapts work where necessary.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p>	<p><input type="checkbox"/> Evaluate their product by discussing how well it works in relation to the purpose</p> <p><input type="checkbox"/> Evaluate their products as they are developed, identifying strengths and possible changes they might make</p> <p><input type="checkbox"/> Evaluate their product by asking questions about what they have made and how they have gone about it</p>	<p><input type="checkbox"/> Evaluate against their design criteria</p> <p><input type="checkbox"/> Evaluate their products as they are developed, identifying strengths and possible changes they might make</p> <p><input type="checkbox"/> Talk about their ideas, saying what they like and dislike about them</p>	<p><input type="checkbox"/> Evaluate their product against original design criteria e.g. how well it meets its intended purpose</p> <p><input type="checkbox"/> Disassemble and evaluate familiar products</p>	<p><input type="checkbox"/> Evaluate their work both during and at the end of the assignment</p> <p><input type="checkbox"/> Evaluate their products carrying out appropriate tests</p>	<p><input type="checkbox"/> Evaluate a product against the original design specification</p> <p><input type="checkbox"/> Evaluate it personally and seek evaluation from others</p>	<p><input type="checkbox"/> Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests</p> <p><input type="checkbox"/> Record their evaluations using drawings with labels</p> <p><input type="checkbox"/> Evaluate against their original criteria and suggest ways that their product could be improved</p>