Strands	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Beyond primary expectations
Design, make, evaluat e and improv e	 materials they ar Design products t and an intended Use pictures and want to make. Make products, u shape, join and fi Say what they lik product and explained Talk about how conditioned 	hat have a clear purpose user. words to convey what they sing a range of tools to cut, nish. e and don't like about their ain why. osely their finished product	 drawing them to they are made. Plan a sequence of product. Develop more that Develop prototyp Generate designs and computer-aid appropriate. Refine work and the progresses, conting product design. Identify strengths design ideas. Talk about how contingent 	0	 This may include Use prototypes, exploded diagra represent design Consider the vie their own work. Ensure products using art skills v Justify their decomethods of constant of co	ws of others when evaluating have a high quality finish, where appropriate. isions about materials and truction. s on how their design/	 Communicate ideas and designs skilfully and accurately in 2D and 3D, using a variety of techniques, including computing.

Cookin g and nutriti on	 Understand where food comes from. Group familiar food products e.g. fruit and vegetables. Cut ingredients safely. Prepare simple dishes-safely and hygienically- without using a heat source. 	 Group foods into the five groups in The Eatwell Plate. Cut, grate or peel ingredients safely. Prepare simple dishes-safely and hygienically- without using a heat source. Measure or weigh using cups or electronic scales. 	 Cut materials accurately and safely by selecting appropriate tools. Know that a healthy diet is made up from a variety of different food and drink, as depicted in The Eatwell Plate. Measure and weigh ingredients appropriately. Follow a recipe. 	 Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs). Measure ingredients using scales. Prepare ingredients hygienically and using the appropriate utensils by following a recipe. 	 Assemble or cook ingredients, controlling the temperature of the oven or hob if cooking. Measure accurately using different equipment. Create recipes, including ingredients, methods, cooking times and temperatures. Understand the importance of correct storage and handling of ingredients. 	 Combine ingredients appropriately e.g. beating or rubbing. Measure ingredients to the nearest gram and millilitre and calculate ratios of ingredients to scale up or down from a recipe. Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed. Create and refine recipes, including ingredients, methods, cooking times and temperatures. 	 Understand the importance of nutrition, a balanced diet and about the characteristics of a broad range of ingredients in choosing and preparing food.
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Construc tion, mechanic s and electroni cs	 Mark out materials to be cut using a template. Attach wheels to chassis using an axle. With support cut strip wood/ dowel using a hacksaw. Make vehicles with construction kits which contain free running wheels. 	 Use a range of materials to create models with wheels and axles e.g. tubes, dowel and cotton reels. Use materials to practise drilling, screwing, nailing and gluing to strengthen products. 	 Create series circuits. Strengthen frames using diagonal struts. Begin to use mechanical systems in their products e.g. gears, pulleys and levers. 	 Create series and parallel circuits. Investigate how to make structures more stable e.g by widening the base. Understand and use mechanical structures in their products e.g. gears, pulleys, levers and gears. 	 Control a model using an ICT control model. Use a glue gun with close supervision. Join materials using appropriate methods. Use a hand drill to drill tight and loose fit holes. 	 Create circuits that employ a number of components (such as LEDs, resistors and transistors). Cut wood accurately to 1mm. Build frameworks using a range of materials e.g. wood, card and corrugated plastic. Use a cam to make an up and down mechanism. 	 Develop sophisticated practical skills and carry out diagnostic, repair and maintenance tasks in a range of contexts. Develop well- conceived and well-executed practical solutions. Increase skills, knowledge and competence in using materials, machinery, technique and
Materials	 Fold, tear and cut paper or card. Investigate strengthening sheet materials. Roll paper to create tubes. Demonstrate a range of joining techniques such as gluing or taping. Measure and mark out lines. 	 Demonstrate a range of joining techniques such as gluing, taping or creating hinges. Cut materials safely using tools provided. Demonstrate a range of cutting and shaping techniques such as tearing, cutting, folding and curling. Use simple popups. 	 Measure and mark out accurately. Cut materials accurately and safely by selecting appropriate tools. Cut slots. 	 Measure and mark out to the nearest mm. Use and explore complex pop- ups. Cut slots and internal shapes. Create nets. 	 Cut materials with precision. Cut accurately and safely to a marked line. Join/combine materials with temporary, fixed or moving joints. 	 Cut materials with precision and refine the finish with appropriate tools (such as sanding wood). Show an understanding of the qualities of materials to choose appropriate tools to cut and shape. 	processes.

Take inspiratio n from design througho ut history	 Explore objects and designs to identify likes and dislikes. Explore how products have been created. 	 Disassemble products to understand how they work. Improve on existing designs, giving reasons for choices. Identify some of the great designers in different areas of study to generate ideas from their designs. 	 Use knowledge of inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products to create their own innovative designs. 	 Analyse the work of others, including iconic designs to informal work. Understand developments in D and T and the responsibilities of designers, including environmental responsibilities.
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