



Aspect/NC Descriptor	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Everyday Products</p> <p>DESIGN AND INVESTIGATE</p> <p>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p>	<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p>	<p>Name and explore a range of everyday products and describe how they are used.</p> <p>Shade and Shelter Taxi</p>	<p>Explain how an everyday product could be improved.</p> <p>Cut, Stitch and Join Push and Pull</p>	<p>Explain how an existing product benefits the user.</p> <p>Making it Move Greenhouse</p>	<p>Investigate and identify the design features of a familiar product.</p> <p>Misty Mountain, Winding River (Geog) Functional and Fancy Fabrics Tomb Builders Circuits and Conductors (Sci) Fresh Food, Good Food (DT)</p>	<p>Explain how the design of a product has been influenced by the culture or society in which it was designed or made.</p> <p>Moving Mechanisms Architecture</p>	<p>Analyse how an invention or product has significantly changed or improved people's lives.</p> <p>Make Do and Mend Engineer Food For Life Circuits and Components (Sci)</p>
<p>Staying Safe</p> <p>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <p>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</p>	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	<p>Follow the rules to keep safe during a practical task.</p> <p>Shade and Shelter Taxi Chop, Slice, Mash</p>	<p>Work safely and hygienically in construction and cooking activities.</p> <p>Remarkable Recipes Beach Hut Animal Survival (Sci) Push and Pull</p>	<p>Use appliances safely with adult supervision.</p> <p>Cook Well, Eatwell Greenhouse</p>	<p>Work safely with everyday chemical products under supervision, such as disinfectant hand wash and surface cleaning spray.</p> <p>Fresh Food, Good Food</p>	<p>Explain the functionality and purpose of safety features on a range of products.</p> <p>Moving Mechanisms</p>	<p>Demonstrate how their products take into account the safety of the user.</p> <p>Electrical Circuits and Components (Sci)</p>
<p>Mechanism and Movement</p> <p>MAKE</p> <p>Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p> <p>Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</p>	<p>Explore with cars, trikes, pulleys in their play.</p>	<p>Use wheels and axles to make a simple moving model.</p> <p>Taxi</p>	<p>Use a range of mechanisms (levers, sliders, wheels and axles) in models or products.</p> <p>Push and Pull</p>	<p>Explore and use a range of mechanisms (levers, sliders, axles, wheels and cams) in models or products.</p> <p>Making it Move</p>	<p>Explore and use a range of mechanisms (levers, axles, cams, gears and pulleys) in models or products.</p> <p>Tomb Builders</p>	<p>Use mechanical systems in their products, such as pneumatics and hydraulics.</p> <p>Moving Mechanisms</p>	<p>Explain and use mechanical systems in their products to meet a design brief.</p>

<p>Generation of Ideas</p> <p>DESIGN</p> <p>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication Technology.</p> <p>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design.</p>	<p>Create collaboratively, sharing ideas, resources and skills.</p>	<p>Create a design to meet simple design criteria.</p> <p>Shade and Shelter Taxi Chop, Slice and Mash</p>	<p>Generate and communicate their ideas through a range of different methods.</p> <p>Beach Hut Cut, Stitch and Join Remarkable Recipes Push and Pull Animal Survival (Sci)</p>	<p>Develop design criteria to inform a design.</p> <p>Cook Well, Eat Well Making it Move Greenhouse</p>	<p>Use annotated sketches and exploded diagrams to test and communicate their ideas.</p> <p>Fresh Food, Good Food Functional and Fancy Fabrics Circuits and Conductors (Sci) Tomb Builders</p>	<p>Use pattern pieces and computer-aided design packages to design a product.</p> <p>Architecture</p>	<p>Develop design criteria for a functional and appealing product that is fit for purpose, communicating ideas clearly in a range of ways.</p> <p>Engineer Electrical Circuits and Components (Sci)</p>
<p>Structures</p> <p>MAKE AND TECHNICAL KNOWLEDGE</p> <p>Build structures, exploring how they can be made stronger, stiffer and more stable.</p> <p>Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</p>	<p>To construct using different materials.</p>	<p>Construct simple structures, models or other products using a range of materials.</p> <p>Childhood (His) Shade and Shelter Bright Lights, Big City (Geog) Seasonal Changes (Sci) School Days (His) Taxi Everyday Materials (Sci)</p>	<p>Explore how a structure can be made stronger, stiffer and more stable.</p> <p>Coastline (Geog) Beach Hut Push and Pull</p>	<p>Create shell or frame structures using diagonal struts to strengthen them.</p> <p>Greenhouse</p>	<p>Prototype shell and frame structures, showing awareness of how to strengthen, stiffen and reinforce them.</p> <p>Fresh Food, Good Food</p>	<p>Build a framework using a range of materials to support mechanisms.</p> <p>Moving Mechanisms Architecture</p>	<p>Select the most appropriate materials and frameworks for different structures, explaining what makes them strong.</p> <p>Engineer</p>
<p>Investigation</p> <p>EVALUATE</p> <p>Explore and evaluate a range of existing products.</p> <p>Investigate and analyse a range of existing products</p>	<p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons.</p>	<p>Select the appropriate tool for a simple practical task.</p> <p>Taxi Chop, Slice and Mash</p>	<p>Select the appropriate tool for a task and explain their choice.</p> <p>Movers and Shakers (His) Beach Hut Cut, Stitch and Join Remarkable Recipes Animal Survival (Sci)</p>	<p>Use tools safely for cutting and joining materials and components.</p> <p>Making it Move Greenhouse</p>	<p>Select, name and use tools with adult supervision.</p> <p>Functional and Fancy Fabrics</p>	<p>Name and select increasingly appropriate tools for a task and use them safely.</p> <p>Moving Mechanisms</p>	<p>Select appropriate tools for a task and use them safely and precisely.</p> <p>Make Do and Mend Engineer Food For Life</p>
<p>Evaluation</p> <p>EVALUATE</p> <p>Evaluate their ideas and products against design criteria.</p> <p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p>	<p>Share their creations, explaining the process they have used.</p>	<p>Talk about their own and each other's work, identifying strengths or weaknesses and offering support.</p> <p>Shade and Shelter Taxi Chop, Slice, Mash</p>	<p>Explain how closely their finished products meet their design criteria and say what they could do better in the future.</p> <p>Remarkable Recipes Beach Hut Cut, Stitch and Join Push and Pull</p>	<p>Suggest improvements to their products and describe how to implement them, beginning to take the views of others into account.</p> <p>Cook Well, Eat Well Greenhouse Making It Move</p>	<p>Identify what has worked well and what aspects of their products could be improved, acting on their own suggestions and those of others when making improvements.</p> <p>Fresh Food, Good Food Functional and Fancy Fabrics Tomb Builders Circuits and Conductors (Sci)</p>	<p>Test and evaluate products against a detailed design specification and make adaptations as they develop the product.</p> <p>Moving Mechanisms Architecture</p>	<p>Demonstrate modifications made to a product as a result of ongoing evaluation by themselves and to others.</p> <p>Make Do and Mend Engineer Electrical Circuits and Components (Sci) Food For Life</p>
<p>Cutting and joining textiles</p> <p>MAKE</p> <p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p>	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	<p>Cut and join textiles using glue and simple stitches.</p> <p>Funny Faces and Fabulous Features</p>	<p>Use different methods of joining fabrics, including glue and running stitch.</p> <p>Cut, Stitch and Join</p>	<p>Cut and join wools, threads and other materials to a loom.</p> <p>Beautiful Botanicals</p>	<p>Hand sew a hem or seam using a running stitch.</p> <p>Functional and Fancy Fabrics</p>	<p>Combine stitches and fabrics with imagination to create a mixed media collage.</p> <p>Mixed Media</p>	<p>Pin and tack fabrics in preparation for sewing and more complex pattern work.</p> <p>Make Do and Mend</p>

	Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons.						
Decorating and embellishing textiles MAKE Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	Use different materials to decorate fabric.	Use gluing, stapling or tying to decorate fabric, including buttons and sequins. Funny Faces and Fabulous Features	Add simple decorative embellishments, such as buttons, prints, sequins and appliqué. Cut, Stitch and Join	Decorate a loom weaving using embellishments, such as natural or silk flowers, tassels and bows. Beautiful Botanicals	Create detailed decorative patterns on fabric using printing techniques. Functional and Fancy Fabrics	Use applique to add decoration to a product or artwork. Mixed Media	Use different methods of fastening for function and decoration, including press studs, Velcro and buttons Make Do and Mend
Materials for Purpose Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	Select and use a range of materials, beginning to explain their choices.	Select and use a range of materials, beginning to explain their choices. Shade and Shelter Taxi	Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect. Movers and Shakers (His) Beach Hut Magnificent Monarchs (His) Cut, Stitch and Join Push and Pull Animal Survival (Sci)	Plan which materials will be needed for a task and explain why. Making it Move Greenhouse	Choose from a range of materials, showing an understanding of their different characteristics. Fresh Food, Good Food Warp and Weft Misty Mountain, Winding River (Geog) Functional and Fancy Fabrics Tomb Builders	Select and combine materials with precision. Architecture Moving Mechanisms	Choose the best materials for a task, showing an understanding of their working characteristics. Make Do and Mend Engineer Circuits and Components (Sci)
Food preparation and cooking MAKE Use the basic principles of a healthy and varied diet to prepare dishes. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.	Manage their own basic hygiene and personal needs, including dressing, going to the toilet and understanding the importance of healthy food choices.	Measure and weigh food items using nonstandard measures, such as spoons and cups.	Prepare ingredients by peeling, grating, chopping and slicing.	Prepare and cook a simple savoury dish. Cook Well, Eat Well	Identify and use a range of cooking techniques to prepare a simple meal.	Use an increasing range of preparation and cooking techniques to cook a sweet or savoury dish.	Follow a recipe that requires a variety of techniques and source the necessary ingredients independently.

<p>Nutrition</p> <p>DESIGN</p> <p>use the basic principles of a healthy and varied diet to prepare dishes.</p> <p>Understand and apply the principles of a healthy and varied diet</p>	<p>Know and talk about the different factors that support their overall health and wellbeing:</p>	<p>Select healthy ingredients for a fruit or vegetable salad.</p> <p>Chop, Slice, Mash</p>	<p>Describe the types of food needed for a healthy and varied diet and apply the principles to make a simple, healthy meal.</p> <p>Remarkable recipes.</p>	<p>Identify the main food groups (carbohydrates, protein, dairy, fruits and vegetables, fats and sugars).</p> <p>Fresh Food, Good Food</p>	<p>Design a healthy snack or packed lunch and explain why it is healthy.</p> <p>Eat the Seasons</p>	<p>Evaluate meals and consider if they contribute towards a balanced diet.</p> <p>Food For Life</p>
<p>Origins of food</p> <p>Understand where food comes from.</p> <p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p>	<p>To begin to understand where food comes from.</p>	<p>Sort foods into groups by whether they are from an animal or plant source.</p> <p>Chop, Slice, Mash</p>	<p>Identify the origin of some common foods (milk, eggs, some meats, common fruit and vegetables).</p> <p>Remarkable Recipes</p>	<p>Identify and name foods that are produced in different places.</p> <p>Cook Well, Eat Well</p>	<p>Identify and name foods that are produced in different places in the UK and beyond.</p> <p>Sow, Grow and Farm (Geog) Eat the Seasons</p>	<p>Describe what seasonality means and explain some of the reasons why it is beneficial.</p> <p>Make Do and Mend Engineer Food For Life</p>
<p>Compare and Contrast</p> <p>EVALUATE</p> <p>Evaluate their ideas and products against design criteria.</p> <p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p>	<p>To describe some similarities and differences.</p>	<p>Describe the similarities and differences between two products</p> <p>Shade and Shelter Taxi</p>	<p>Compare different brands of the same product and explain their similarities and differences.</p> <p>Cut, Stitch and Join Push and Pull</p>	<p>Explain the similarities and difference between the work of two designers.</p> <p>Greenhouse</p>	<p>Create and complete a comparison table to compare two or more products.</p> <p>Functional and Fancy Fabrics Circuits and Conductors (Sci)</p>	<p>Survey users in a range of focus groups and compare results.</p> <p>Moving Mechanisms</p>
<p>Significant People</p> <p>Design purposeful, functional, appealing products for themselves and other users based on design criteria understand how key events and individuals in design and technology have helped shape the world.</p>		<p>Describe why a product is important.</p> <p>Chop, Slice, Mash Taxi</p>	<p>Explain why a designer or inventor is important.</p> <p>Remarkable Recipes Cut, Stitch and Join</p>	<p>Describe how key events in design and technology have shaped the world.</p> <p>Cook Well, Eat Well</p>	<p>Explain how and why a significant designer or inventor shaped the world.</p> <p>Fresh Food, Good Food Functional and Fancy Fabrics Warp and Weft (Art)</p>	<p>Describe the social influence of a significant designer or inventor.</p> <p>Architecture</p>

