Design Overview

Concept	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design, make, evaluate and improve	I can construct with a purpose in mind. I know how and can add more detail.	I know how to design have a clear purpose user – Home & Away I know how to make the design as work p & Away / Castles	e and an intended // Castles. products, refining	I know how to design with purpose by identifying opportunities to design - Stone Age / Fun of the Fair / Amazing Americas / The Greeks. I know how to make products by working efficiently - Pre-Historic Britain / Fun of the Fair. I know how to refine work and techniques as work progresses, continually evaluating the product design - Pre-Historic Britain / Fun of the Fair / Amazing Americas / The Greeks.		I know how to design with the user in mind, motivated by the service a product will offer — Invaders & Settlers / Ancient Egyptians / Our Wonderous World / The Victorians / Space / Water Worlds. I know how to make products through stages of prototypes, making continual refinements — Invaders & Settlers / Ancient Egyptians / The Victorians / Space / Water Worlds. I know how to ensure products have a high-quality finish using art skills where appropriate — Invaders & Settlers / Our Wonderous World / The Victorians / Space	
To master practical skills with food	I know how to use a variety of cooking equipment. I can and know how to follow simple cooking instructions	I know how to cut, p ingredients safely an Traditional Tales / O World. I know how to meas measuring cups or st Tales / Our Wonderf I know how to assen ingredients – Traditi	nd hygienically - ur Wonderful ure or weigh using cales – Traditional iul.	I know how to prepare ingredients hygienically using appropriate utensils – World Traveller.com / The Greeks. I know how to measure ingredients to the nearest gram accurately – World Traveller.com / The Greeks. I know how to follow a recipe – World Traveller.com / The Greeks. I know how to assemble or cook ingredients – World Traveller.com / The Greeks.		The Victorians / Space. I know and understand the importance of correct handling and storage of ingredients — Ancient Egyptians. I know how to measure accurately and calculate ratios of ingredients to scale up or down in a recipe — Ancient Egyptians. I know and can how to demonstrate a range of baking and cooking techniques — Ancient Egyptians. I know how to create and refine recipes —	
To master practical skills with materials			I know how to cut materials accurately and safely by selecting the appropriate tools – Rotten Romans / Fun of the Fair. I know how to measure and mark to the nearest mm – Rotten Romans / Fun of the Fair. I know how to apply appropriate cutting and shaping techniques – Rotten Romans / Fun of the Fair / The Greeks. I know and can select appropriate joining techniques – Rotten Romans / Fun of the Fair / The Greeks.		Ancient Egyptians. I know how to cut materials with precision and refine the finish with appropriate tools — Invaders & Settlers / Our Wonderous World / The Victorians / Space. I know understanding and can show the qualities of materials to choose appropriate tools to cut and shape — Invaders & Settlers / Our Wonderous World / The Victorians / Space / Water Worlds.		
To master practical skills with construction I know how to use a variety of real tools I know how to use materials to practice drilling, screwing, gluing and nailing materials to make and strengthen a product – Castles / Superheroes.		I know how to choose suitable techniques to construct products or to repair them – Rotten Romans / Amazing Americas / The Greeks. I know how to strengthen materials using suitable techniques – Rotten Romans / Amazing Americas /		I know how to develop a range of practical skills to create products – Invaders & Settlers / Our Wonderous World / The Victorians / Space / Water Worlds.			

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To master practical skills	I can explore how	I know how to create products using	I know and can use		I know how to convert		
With incentaines		levers, wheels and winding	scientific knowledge		rotary motion to		
		mechanisms - Castles	of the transference of		linear using cams -		
			forces to choose		Space.		
			appropriate				
			mechanisms for a				
			product (levers,				
			winding, pulleys,				
			gears).				
To master practical skills		I know how to shape textiles using		I know and		I know how to create	
with textiles		templates – Great Fire of London /		understand the need		objects that employ a	
		Traditional Times.		for a seam allowance		seam allowance.	
				- Fun of the Fair /			
		I know how to join textiles using		Pre-Historic Britain.		I know how to join	
		running stitch – Home & Away /				textiles with a	
		Traditional Tiles.		I know how to join		combination of	
				textiles with		stitching techniques.	
		I know how to colour and decorate		appropriate stitching-			
		textiles in a number of ways – Home &		Fun of the Fair / Pre		I know how to use the	
		Away / Traditional Tales.		Historic Britain.		qualities of materials	
						to create suitable	
				I know to select the		visual and tactile	
				most appropriate		effects in the	
				techniques to		decoration of textiles –	
				decorate textiles-		The Victorians.	
				Fun of the Fair / Pre-		The victorians.	
				Historic Britain /			
				Amazing Americas.			
To take inspiration from		I know and can explore objects and	Lknow how to improve		I know how to combine	elements of design from	
The state of the s		designs and identify likes and dislikes –		w how to improve upon existing designs greasons for my choice - Fun of the Fair /		I know how to combine elements of design from a range of inspirational designers – Invaders &	
design throughout history	acolon chi oaghout history		Rotten Romans / Amazing Americas / The		Settlers / The Victorians.		
		Superheroes / Home & Away.	Greeks. I know how and can disassemble products to understand how they work.		Settlers / The victorians.		
		I know how and can suggest			I know how to create innovative designs that improve upon existing products – Invaders & Settlers / The Victorians / Space / Water Worlds.		
		improvements to existing designs and					
		explore how they were created –					
		Superheroes / Home & Away / Castles					