Progression in Design & Technology (D&T)

Year 1 **designers** will be able to…

Select from and use a range of tools and equipment to perform practical tasks
Explore and evaluate a range of existing products
Build structures, exploring how they can be made stronger, stiffer and more stable

Year 2 **designers** will be able to…

Design purposeful, functional and appealing products based on design criteria
Select and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
Evaluate their ideas and products against design criteria
Use the basic principles of a healthy and varied diet to prepare dishes

Year 3 **designers** will be able to…

Research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at a specific audience
Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed

Year 4 **designers** will be able to…

Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and CAD
Understand and demonstrate that electrical systems have an input, process and output

Year 5 **designers** will be able to…

Apply their understanding of how to strengthen, stiffen and reinforce more complex structures in order to create more useful characteristics of products
Refine the finish using techniques to improve the appearance of their product
Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques

Year 6 **designers** will be able to…

Apply their understanding of computing to program, monitor and control a product
Critically evaluate the quality of design, manufacture and fitness for purpose for purpose of products they design and make
Consider how key events and individuals in design and technology have helped shape the world