

Early Yea	Early Years								
Nursery	Personal, Social and Emotional Development		• Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.						
	Physical Development		<ul> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Choose the right resources to carry out their own plan.</li> <li>Use one-handed tools and equipment, for example, making snips in paper with scissors.</li> </ul>						
	Understanding the World		• Explore how things work.						
	Expressive Arts and Design		<ul> <li>Join different materials and explore different textures Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.</li> <li>Explore different materials freely, in order to develop their ideas about how to use them and what to make.</li> <li>Develop their own ideas and then decide which materials to use to express them.</li> <li>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</li> </ul>						
Reception	Physical Development		<ul> <li>Progress towards a more fluent style of moving, with developing control and grace.</li> <li>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> <li>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</li> </ul>						
	Expressive Arts and Design		<ul> <li>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> <li>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> <li>Create collaboratively, sharing ideas, resources and skills.</li> </ul>						
ELG Physical Fine Motor Skills		-	• Use a range of small tools, including scissors, paintbrushes and cutlery.						

	Expressive	Creating	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form
	Arts and Design	with Materials	and function.
			<ul> <li>Share their creations, explaining the process they have used.</li> </ul>

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Design Overview	<ul> <li>Pupils should be taught to:</li> <li>design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and ICT</li> </ul>		<ul> <li>Pupils should be taught to:</li> <li>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</li> <li>generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</li> </ul>				
<u>Design -</u> Contexts, Use and Purposes	State the purpose of the design and the intended user Explore foods/materials to make designs and create fruit salads, clay cows, moving pictures, box modelling, weaving	State the purpose of the design and the intended user Explore materials, make templates and mockups	Gather information about the needs and wants of individuals and groups Develop a design criteria and use these to inform ideas Research designs	Gather information about the needs and wants of particular individuals and groups Develop a design criteria and use these to inform ideas Research designs	Carry out research, using surveys to Identify the needs, wants, preferences and values of particular individuals and groups Develop a simple design specification to guide their thinking	Carry out research, using surveys and interviews, web-based resources Identify the needs, wants, preferences and values of particular individuals and group Recognise when their products have to fulfil conflicting requirements Make design decisions, taking account of constraints such as time	

<u>Design -</u> Ideas	Draw on experiences from stories	Draw on experiences from stories	Share and clarify ideas through discussion Model their ideas using examples Use annotated sketches and diagrams Use computer-aided design	Share and clarify ideas through discussion Model their ideas using prototypes and pattern pieces Use annotated sketches, cross-sectional drawings and diagrams	Generate innovative ideas based on research Make design decisions, taking account of constraints such as time and resources Develop prototypes	Generate innovative ideas based on research Make design decisions, taking account of constraints such as time and resources Develop prototypes
				Use computer-aided design		
Making Overview	Pupils should be taught to:         • select from and use a range of tools and equipment to perform practical tasks [e.g. cutting, shaping, joining and finishing] - explaining why choices have been made         Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics -explaining why choices have been made		<ul> <li>Pupils should be taught to:</li> <li>select from and use a wider range of tools and equipment to perform practical tasks [e.g. cutting, shapin joining and finishing], accurately</li> <li>select from and use a wider range of materials and components, including construction materials, textile and ingredients, according to their functional properties and aesthetic qualities</li> </ul>			
<b>Making-</b> Planning	Select from a range of equipment - knives, graters, peelers, scissors, clay tools, split pins, lolly sticks, Select from a range of components - paper, card, sellotape, masking tape, staples, glue, Cut, shape, join and finish - templates, sellotape, masking tape, staples, glue		Select tools and equipment Select materials and compo task Order the main stages of m	onents suitable for the	Select tools, equipment, ma suitable for the task Explain their choice of tools to the skills and techniques Explain their choice of mate according to functional prop qualities Order the main stages of ma Produce detailed lists of too that they need	and equipment in relation they will be using rials and components perties and aesthetic

	Verbal explanations regarding choices	Verbal explanations regarding choices with reasoning	Produce lists of tools, equipment and materials that they need	Produce detailed lists of tools, equipment and materials that they need	Explain their choice of tools and equipment in relation to the skills and techniques they will be using	Explain their choice of tools and equipment in relation to the skills and techniques they will be using
Making - Practical Skills and Techniques	Follow procedures for safety Mark out, cut out and shape materials and components Assemble, join and combine materials and components Use simple fixing materials e.g. temporary – paper clips and tape Use finishing techniques, including those from art and design	Follow procedures for safety Use and make own templates Measure, mark out, cut out and shape materials and components Assemble, join and combine materials and components Use simple fixing materials e.g. temporary – paper clips, tape and permanent – glue, staples Use finishing techniques, including those from art	Follow procedures for safety Use a wider range of materials and components, including construction materials and kits, textiles, food ingredients, mechanical components Measure, mark out, cut and shape materials and components with some accuracy Assemble, join and combine materials and components with some accuracy Apply a range of finishing	Follow procedures for safety Use a wider range of materials and components, including construction materials and kits, textiles, food ingredients, and electrical components Measure, mark out, cut and shape materials and components with some accuracy Assemble, join and combine materials and components with some accuracy	using Follow procedures for safety Use a wider range of materials and components, including construction materials and kits, textiles, food ingredients, mechanical components Accurately measure to nearest mm, mark out, cut and shape materials and components Accurately assemble, join and combine materials/ Components Use techniques that	using Follow procedures for safety Use a wider range of materials and components, including construction materials and kits, textiles, food ingredients, and electrical components Accurately measure to nearest mm, mark out, cut and shape materials and components Accurately assemble, join and combine materials/ Components Accurately apply a range
		and design	Apply a range of finishing techniques, include those from art and design, with some accuracy		involve a number of steps	Accurately apply a range of finishing techniques, including those from art and design Use techniques that involve a number of steps Demonstrate resourcefulness, e.g. make refinements

Evaluating Overview	<ul> <li>Pupils should be taughted</li> <li>explore and evaluated</li> <li>products</li> <li>Evaluate components</li> <li>evaluate their ideast</li> <li>design criteria</li> </ul>	e a range of existing used	<ul> <li>Pupils should be taught to:</li> <li>investigate and analyse a range of existing products</li> <li>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> <li>understand how key events and individuals in design and technology have helped shape the world</li> </ul>			
Evaluate - Own ideas and products	Talk about their design ideas, what they are making and their end product Suggest how their products could be improved	Make simple judgements about their products against their design criteria Suggest how their products could be improved Evaluate product and components used	Identify the strengths and weaknesses of their         ideas and products         Consider the views of others to improve their work         Refer back to their design criteria as they design         and make         Use their design criteria to evaluate their         completed products         Identify the strengths and weaknesses of their         ideas and products         Consider the views of others, including intended         users, to improve their work         Investigate - how well products have been         designed, how well products have been made, why         materials         have been chosen, what methods of construction         have been used, how well products work and how         well products achieve their purposes		Identify the strengths and weaknesses of their ideas and products Consider the views of others, including intended users, to improve their work Refer back to their design criteria as they design and make Use their design criteria to evaluate their completed products Critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make Compare their ideas and products to their original design specification	
Evaluate Existing products	Investigate - what products are, who they are for, how they are made and what materials are used	Investigate - what products are, who they are for, how they are made and what materials are used			Investigate - how well prod how well products have bee have been chosen, what me been used, how well produc achieve their purposes and user needs and wants	en made, why materials ethods of construction have cts work, how well products
			Identify great designers and their work	Identify great designers and their work	Identify great designers and their work and use research of designers to influence work	Identify great designers and their work and use research of designers to influence work

Technical Knowledge Overview	<ul> <li>Pupils should be taugh</li> <li>build structures, expl made stronger, stiffer a</li> <li>explore and use mec Sliders, wheels and axl</li> </ul>	loring how they can be and more stable hanisms [e.g. levers,	<ul> <li>Pupils should be taught to:</li> <li>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</li> <li>understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</li> <li>understand and use electrical systems in their products [e.g. series circuits incorporating switches, bulbs, buzzers and motors]</li> <li>apply their understanding of computing to program, monitor and control their products</li> </ul>				
Technical Knowledge - Making products work	Construction kit model making - Understand how freestanding structures can be made stronger, stiffer and more stable Understand about the simple working characteristics of materials and components Understand about the movement of simple mechanisms including levers, sliders	Model making - art and design and construction kits - Understand how freestanding structures can be made stronger, stiffer and more stable Understand about the simple working characteristics of materials and components Understand about the movement of simple mechanisms including wheels and axles Know the correct technical vocabulary for the projects they are undertaking	Understand how levers and linkages create movement Know how to make strong, stiff shell structures	Understand how simple electrical circuits and components can be used to create functional products Know that a single fabric shape can be used to make a 3D textiles product	Understand how cams, pulleys and gears create Movement Know how to reinforce/strengthen a 3D framework Know that a 3D textiles product can be made from a combination of fabric shapes	Understand how more complex electrical circuits and components can be used to create functional products	
Cooking and Nutrition Overview	<ul> <li>Pupils should be taught to:</li> <li>use the basic principles of a healthy and varied diet to prepare dishes</li> <li>understand where food comes from</li> </ul>		Pupils should be taught to:         • understand and apply the principles of a healthy and varied diet         • prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques         • understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed				

Cooking and Nutrition - where food comes from	Know where foods come from - underground, trees, fields etc	Know where foods come from - underground, trees, fields, manufactured.	Know that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world	Know that seasons may affect the food available	Understand how food is processed into ingredients that can be eaten or used in cooking	
Food Preparation, cooking and Nutrition	Use appropriate equipment to weigh and measure Ingredients Prepare simple dishes safely and hygienically, without using a heat source Use techniques such as cutting Name, group and sort foods Know that everyone should eat at least five portions of fruit and vegetables every day Understand how foods can be combined together for taste e.g. making a fruit salad/fruit kebab	Use appropriate equipment to weigh and measure Ingredients Prepare simple dishes safely and hygienically, without using a heat source Use techniques such as cutting Name and sort foods into the five groups of the 'eat well' plate Know that everyone should eat at least five portions of fruit and vegetables every day Understand that food ingredients should be combined according to their sensory characteristics	Know that food ingredients can be fresh, pre-cooked and processed How to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source Know that a healthy diet is made up from a variety and balance of different foods and drinks, as depicted in the 'eat well' plate Know that to be active and healthy, food is needed to provide energy for the body Measure using grams Follow a recipe	How to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading Know that a healthy diet is made up from a variety and balance of different foods and drinks, as depicted in the 'eat well' plate Know that to be active and healthy, food is needed to provide energy for the body Measure using grams Follow a recipe	Know that a recipe can be adapted a by adding or substituting one or more ingredients How to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source How to use a range of techniques such as kneading and baking Measure accurately	Know that recipes can be adapted to change the appearance, taste, texture and aroma Know that different foods contain different substances - nutrients, water and fibre - that are needed for health Understand the need for correct storage Measure accurately Work out ratios in recipes