# D&T

**Skills Progression** 

# Years 1 and 2

# **Developing, Planning And Communicating Ideas**

- Generate and talk about ideas by handling materials and components handle/investigate/
  disassemble and discuss familiar products e.g.
  toys.
  - Draw on their own and others ideas.
  - Plan by suggesting what to do next, and how to progress as their ideas develop.
- Communicate their ideas verbally and draw finished articles.

## **Selecting Tools and Techniques**

- Use/select tools and materials with help, e.g. sandpaper, hole punch or drill.
- Select from a limited range e.g. wheel axles and woodstrip.

### **Qualities of Materials**

Explore the sensory qualities of materials

### Food and Hygiene

- Mix and prepare simple cooked and uncooked foods involving very limited choices.
- Use simple equipment, e.g. spoons, cutters, bowls.

# Cutting, Shaping and Finishing

- Measure, mark and cut soft materials with help.
- Shape paper and card by cutting with scissors.
- Join materials with adhesives and tape.
- Saw wood with a gents saw/ backsaw.
- Glue wood.
- Use hand drill or hole punch.
- Make an object with simple moving parts.

# **Evaluate**

- Talk about their ideas, saying what they like and dislike.
- Identify what they could have done differently to improve their work in the future.

# D&T

**Skills Progression** 

# Years 3 and 4

### **Developing, Planning And Communicating Ideas**

- Generate, develop and explain ideas for products to meet a range of needs (recognise specific purposes or users).
- Disassemble and investigate everyday products to see how they fit their purpose.
- Plan what they are going to do.
- Communicate design ideas in different ways (e.g. verbally, written, in a labelled diagram).
- Identify how finished product will look and the 'underneath' works

### **Selecting Tools and Techniques**

- Select appropriate tools and techniques.
- Suggest alternative ways to make their product (with help if needed).

# **Qualities of Materials**

• Explain how to use simple materials (what they are suitable for).

#### **Food and Hygiene**

- Use simple recipe choices with widening choices relating to the consumer.
- Use simple tools, e.g. hand whisk, rolling pins etc.
- Measure ingredients.
- Be aware of different dietary requirements

#### <u>Evaluate</u>

- Reflect on their progress identifying ways they could improve their products.
- Identify where evaluation has led to improvements.

#### **Cutting, Shaping and Finishing**

- Measure, mark, cut out and shape a range of materials, e.g. using saws and sand paper.
- Use tools independently with greater accuracy, control and awareness of conservation e.g. bench hooks and mitre blocks, electric components (such as bulbs and buzzers), wire strippers, staplers, bearings and axle holders, cardboard triangles etc.
- Assemble, join and combine components with some accuracy.

# D&T

**Skills Progression** 

Years 5 and 6

### **Selecting Tools and Techniques**

- Select appropriate tools and techniques.
- Suggest alternative ways to make their product, by reviewing their plan if the first attempt is not successful.
- Use prototypes to test ideas

# Food and Hygiene

- Weigh and measure accurately (time, dry ingredients and liquids).
- Apply the rules for basic food hygiene and other safe practises, e.g. hazards relating to the use of ovens.
- Research products, e.g. which bird feed is best? Which biscuits are the healthiest?

#### **Evaluate**

- Reflect on their progress identifying ways they could improve their products.
- Check their work as it develops and modify their plans.
- Carry out appropriate tests before making any improvements, including testing and evaluating products and information sources.

## **Developing, Planning And Communicating Ideas**

- Generate ideas by collecting and using information, from a number of sources, including ICT basedsources.
- Look at some mechanical products to see how they function and meet the user's needs.
- Take user's views into account.
- Clarify ideas generated, considering intended purpose.
- Consider safety and reliability.
- Plan what they have to do, suggesting a sequence of actions and alternatives if needed.
- Work from detailed plans.
- Communicate design ideas in different ways (e.g. verbally, written, in a scaled labelled diagram) as these develop, considering use and purpose.

# **Qualities of Materials**

- Explore the qualities of materials and how to use them.
- Select the correct tools to use with different materials.

#### **Cutting, Shaping and Finishing**

- Measure, mark, cut out and shape a range of materials independently.
- Assemble, join and combine components/materials accurately.
- Use skills in using different equipment safely and accurately.
- Use modelling wire, pliers, wire cutters etc.
- Use appropriate finishing techniques to strengthen and improve the appearance of their product, using a range of equipment including ICT.
- Use a greater variety of finishing techniques, e.g. collage, paint, embroidery, embellishments