



Hale CE Primary School 2023-2024

DT Skills Progression Statements – End of year expectations

Please take a look at our progression statements in relation to our Christian Values. Here, you can see where we strive to incorporate our Christian Values into specific subjects.

This is a brief overview, however, where possible, staff will make further links to our Christian Values.

We also enhance our Christian Values through our subjects during assemblies such as Picture News, these are often linked to current affairs.

Friendship

Hope

Peace

Truthfulness

Thankfulness

Courage

	Designing	Making	Evaluating	Technical Knowledge	Cooking and Nutrition
<p>Year 1 in the context of: sliders and levers mechanisms, structures, preparing fruit and veg</p> <p>Year 2 in the context of: wheels and axles mechanisms, textiles, preparing fruit and veg</p>	<p>UNDERSTANDING CONTEXTS, USERS AND PURPOSES</p> <ul style="list-style-type: none"> state what products they are designing and making say whether their products are for themselves or other users describe what their products are for • say how their products will work say how they will make their products suitable for their intended users • use simple design criteria to help develop their ideas <p>GENERATING, DEVELOPING, MODELLING AND COMMUNICATING IDEAS</p> <ul style="list-style-type: none"> generate ideas by drawing on their own experiences use knowledge of existing products to help come up with ideas develop and communicate ideas by talking and drawing model ideas by exploring materials, components and construction kits and by making templates and mock- ups use information and communication technology, where appropriate, to develop and communicate their ideas. 	<p>PLANNING</p> <ul style="list-style-type: none"> plan by suggesting what to do next select from a range of tools and equipment, explaining their choices select from a range of materials and components according to their characteristics <p>PRACTICAL SKILLS AND TECHNIQUES</p> <ul style="list-style-type: none"> follow procedures for safety and hygiene use a range of materials and components, including construction materials and kits, textiles, food ingredients and mechanical components measure, mark out, cut and shape materials and components assemble, join and combine materials and components use finishing techniques, including those from art and design 	<p>OWN IDEAS AND PRODUCTS</p> <ul style="list-style-type: none"> talk about their design ideas and what they are making make simple judgements about their products and ideas against design criteria suggest how their products could be improved <p>EXISTING PRODUCTS</p> <ul style="list-style-type: none"> what products are who products are for what products are for how products work how products are used where products might be used what materials products are made from what they like and dislike about products 	<p>MAKING PRODUCTS WORK</p> <ul style="list-style-type: none"> about the simple working characteristics of materials and components about the movement of simple mechanisms such as levers, sliders, wheels and axles how freestanding structures can be made stronger, stiffer and more stable that a 3-D textiles product can be assembled from two identical fabric shapes that food ingredients should be combined according to their sensory characteristics the correct technical vocabulary for the projects they are undertaking 	<p>WHERE FOOD COMES FROM</p> <ul style="list-style-type: none"> that all food comes from plants or animals that food has to be farmed, grown elsewhere (e.g. home) or caught <p>FOOD PREPARATION, COOKING AND NUTRITION</p> <ul style="list-style-type: none"> how to name and sort foods into the five groups in the Eatwell Guide that everyone should eat at least five portions of fruit and vegetables every day how to prepare simple dishes safely and hygienically, without using a heat source how to use techniques such as cutting, peeling and grating

	Designing	Making	Evaluating	Technical Knowledge	Cooking and Nutrition
<p>Year 3 in the context of: pneumatics mechanisms, textiles, Simple electrical systems</p> <p>Year 4 in the context of: levers and linkages mechanisms, structures from nets, code-control electrical systems</p>	<p>UNDERSTANDING CONTEXTS, USERS AND PURPOSES</p> <ul style="list-style-type: none"> work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment describe the purpose of their products indicate the design features of their products that will appeal to intended users explain how particular parts of their products work gather information about the needs and wants of particular individuals and groups develop their own design criteria and use these to inform their ideas <p>GENERATING, DEVELOPING, MODELLING AND COMMUNICATING IDEAS</p> <ul style="list-style-type: none"> share and clarify ideas through discussion model their ideas using prototypes and pattern pieces use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas use computer-aided design to develop and communicate their ideas generate realistic ideas, focusing on the needs of the user make design decisions that take account of the availability of resources 	<p>PLANNING</p> <ul style="list-style-type: none"> select tools and equipment suitable for the task explain their choice of tools and equipment in relation to the skills and techniques they will be using select materials and components suitable for the task explain their choice of materials and components according to functional properties and aesthetic qualities order the main stages of making <p>PRACTICAL SKILLS AND TECHNIQUES</p> <ul style="list-style-type: none"> follow procedures for safety and hygiene use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components 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 apply a range of finishing techniques, including those from art and design, with some accuracy 	<ul style="list-style-type: none"> OWN IDEAS AND PRODUCTS <ul style="list-style-type: none"> identify the strengths and areas for development in their ideas and products consider the views of others, including intended users, to improve their work refer to their design criteria as they design and make use their design criteria to evaluate their completed products <p>EXISTING PRODUCTS</p> <ul style="list-style-type: none"> 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 how well products achieve their purposes how well products meet user needs and wants who designed and made the products where products were designed and made when products were designed and made whether products can be recycled or reused <p>KEY EVENTS AND INDIVIDUALS</p> <ul style="list-style-type: none"> about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products 	<p>MAKING PRODUCTS WORK</p> <ul style="list-style-type: none"> how to use learning from science to help design and make products that work how to use learning from mathematics to help design and make products that work that materials have both functional properties and aesthetic qualities that materials can be combined and mixed to create more useful characteristics that mechanical and electrical systems have an input, process and output the correct technical vocabulary for the projects they are undertaking how mechanical systems such as levers and linkages or pneumatic systems create movement how simple electrical circuits and components can be used to create functional products how to program a computer to control their products how to make strong, stiff shell structures that a single fabric shape can be used to make a 3D textiles product that food ingredients can be fresh, pre-cooked and processed 	<p>HERE FOOD COMES FROM</p> <ul style="list-style-type: none"> that a recipe can be adapted a by adding or substituting one or more ingredients 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 <p>FOOD PREPARATION, COOKING AND NUTRITION</p> <ul style="list-style-type: none"> 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 peeling, chopping, slicing, grating, mixing, spreading, kneading and baking that a healthy diet is made up from a variety and balance of different food and drink, as depicted in the Eatwell Guide that to be active and healthy, food and drink are needed to provide energy for the body

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<p>Year 5 in the context of: automata mechanisms, wooden framed products, motorised electrical systems</p> <p>Year 6 in the context of: axle mechanisms, fabric cases, code-control electrical systems</p>	<p>UNDERSTANDING CONTEXTS, USERS AND PURPOSES</p> <ul style="list-style-type: none"> work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment describe the purpose of their products indicate the design features of their products that will appeal to intended users explain how particular parts of their products work carry out research, using surveys, interviews, questionnaires and webbased resources identify the needs, wants, preferences and values of particular individuals and groups develop a simple design specification to guide their thinking 	<p>PLANNING</p> <ul style="list-style-type: none"> select tools and equipment suitable for the task explain their choice of tools and equipment in relation to the skills and techniques they will be using select materials and components suitable for the task explain their choice of materials and components according to functional properties and aesthetic qualities produce appropriate lists of tools, equipment and materials that they need formulate step-by-step plans as a guide to making <p>PRACTICAL SKILLS AND TECHNIQUES</p> <ul style="list-style-type: none"> follow procedures for safety and hygiene use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components accurately measure, mark out, cut and shape materials and components accurately assemble, join and combine materials and components accurately apply a range of finishing techniques, including those from art and design use techniques that involve a number of steps 	<p>OWN IDEAS AND PRODUCTS</p> <ul style="list-style-type: none"> identify the strengths and areas for development in their ideas and products consider the views of others, including intended users, to improve their work critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make evaluate their ideas and products against their original design specification <p>EXISTING PRODUCTS</p> <ul style="list-style-type: none"> 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 how well products achieve their purposes how well products meet user needs and wants how much products cost to make how innovative products are how sustainable the materials in products are what impact products have beyond their intended purpose <p>KEY EVENTS AND INDIVIDUALS</p> <ul style="list-style-type: none"> about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products 	<p>MAKING PRODUCTS WORK</p> <ul style="list-style-type: none"> how to use learning from science to help design and make products that work how to use learning from mathematics to help design and make products that work that materials have both functional properties and aesthetic qualities that materials can be combined and mixed to create more useful characteristics that mechanical and electrical systems have an input, process and output the correct technical vocabulary for the projects they are undertaking how mechanical systems such as cams or pulleys or gears create movement how more complex electrical circuits and components can be used to create functional products how to program a computer to monitor changes in the environment and control their products how to reinforce and strengthen a 3D framework that a 3D textiles product can be made from a combination of fabric shapes that a recipe can be adapted by adding or substituting one or more ingredients 	<p>WHERE FOOD COMES FROM</p> <ul style="list-style-type: none"> that a recipe can be adapted by adding or substituting one or more ingredients 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 that seasons may affect the food available how food is processed into ingredients that can be eaten or used in cooking <p>FOOD PREPARATION, COOKING AND NUTRITION</p> <ul style="list-style-type: none"> 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 peeling, chopping, slicing, grating, mixing, spreading, kneading and baking that recipes can be adapted to change the appearance, taste, texture and aroma different food and drink contain different substances – nutrients, water and fibre – that are needed for health
		<p>GENERATING, DEVELOPING, MODELLING AND COMMUNICATING IDEAS</p> <ul style="list-style-type: none"> share and clarify ideas through discussion model their ideas using prototypes and pattern pieces use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas use computer-aided design to develop and communicate their ideas generate innovative ideas, drawing on research make design decisions such as time, resources and cost, taking account of constraints 			