

Design and Technology Progression Table

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Research	I can generate ideas.	I can generate and develop my ideas about why different materials are used for different products.	I can investigate and analyse a range of existing products, giving ideas on improvements.	I can create a series of annotated plans and prototypes following research.	I can use research to develop my ideas for designs and create detailed plans and drafts to show the materials, equipment and methods I intend to use for construction.	I can use and carry out market research to inform my design plans.
	I can recognise common features of familiar products.		I can explore and select materials depending on their characteristics and intended purpose.	I can identify some of the great designers and inventions which have contributed to society.	I can investigate how inventors and designers of the past have shaped technology today.	I can understand how key events and individuals shaped such as designers and architects have helped shape the world.
	I can recognise common features of familiar products.					I can investigate how computing is used in programming and use this in designs of my own.
Design	I can use pictures and words to design products with a clear purpose.	I can use drawings and templates to design a product with a clear purpose.	I can complete a plan showing design steps, materials and equipment needed and use this to develop and create a design, then evaluate its effectiveness.	I can select from a wider range of tools and materials to create a purposeful product.	I can select from a wider range of materials and use tools accurately and effectively to create purposeful, functional and appealing products.	I can communicate my ideas through discussion, annotated sketches and prototypes.
			I can select and use tools accurately and effectively.	I can use ICT to create designs.		
				I can select from a range of stitches and use to create an appealing, aesthetic product. .		
				I can measure and mark out in order to create complex pop ups.		
Make	I can begin to select and use tools to perform practical tasks such as cutting, folding and joining.	I can choose and use materials and tools to create a purposeful, functional product.	I can begin to use mechanical systems such as pulleys, levers and gears to create a moving object.	I can understand and use mechanical systems such as levers, linkages, gears, pulleys and cams to create movement.	I can join materials using appropriate methods and more complicated mechanisms.	I can apply my knowledge of structure to strengthen and reinforce frames and complex structures.
	I can begin to use mechanisms such as levers and sliders to create moving pictures.	I can use mechanisms to create moving vehicles such as adding axles and wheels.	I can create simple circuits as part of a purposeful product incorporating switches, buzzers.			
	I can experiment with ways of joining fabrics and other materials.	I can develop techniques to join fabrics using a simple running or over stitch.	I can strengthen frames and structures to make them stronger and sturdier.			
Evaluate	I can explore and evaluate objects and designs explaining my feelings about it.	I can evaluate my designs to find faults and ways of improving them		I can evaluate my design and that of others to assess strengths and weaknesses and explore how finished products might be adapted and improved.	I can evaluate the effectiveness of my product against my design briefs and carry out improvements where necessary.	I can evaluate my ideas and products and that of others, against design criteria and make modifications to my products where necessary to improve it.