

Year 1	
Design	- Design products that have a purpose - Explain how their product will look and annotate - Plan and test ideas using templates and mock-ups - Understand and follow simple design criteria - Work in context
Make	- With support, follow a simple plan or recipe - Begin to use a range of hand tools - from a range of materials and components - Learn how to use hand tools and kitchen equipment - With help, measure and mark out - With support, cut, shape and join materials, components and fabric to make a simple product - Use a basic running stitch - Begin to use simple finishing techniques to improve appearance
Evaluate	- Explore existing products through discussion and comparisons - Explain what you like and dislike about existing products - Explore what materials products are made from - Talk about their design and what they are making - Evaluate their products against simple design criteria
Technical Knowledge	- Explore how simple structures can be made stronger, stiffer and more stable - Start to understand simple working characteristics of materials and components - Create products using mechanisms, such as levers, sliders and wheels
Food and Nutrition	- Name and identify different food groups (Eatwell plate) - Begin to explain where some foods come from - Understand that all food comes from plants or animals - Understand that everyone should eat 5 fruits and vegetables a day - Prepare dishes - With support, use techniques such as kneading and cutting

Year 2	
Design	- Use knowledge of existing products and experience to generate ideas - Design products that have a purpose and intended user - Explain how products will look and work through talking and simple annotated drawings - Design models using simple computing software - Plan and test ideas - Understand and follow design criteria - Work in a range of contexts
Make	- With support, follow a simple plan or recipe - Begin to use a range of hand tools - from a range of materials and components - Learn how to use hand tools and kitchen equipment - With help, measure and mark out - With support, cut, shape and join materials, components and fabric to make a simple product - Use a basic running stitch - Begin to use simple finishing techniques to improve appearance
Evaluate	- Explore existing products by writing simple evaluations - Explain thing to improve for existing products - Start to identify strengths and possible changes they might make to refine their design - Write an evaluation of their product against simple design criteria - Start to understand the process sometimes involves repeating stages
Technical Knowledge	- Explore how simple structures can be made stronger, stiffer and more stable - Start to understand simple working characteristics of materials and components - Create products using mechanisms, such as levers, sliders and wheels
Food and Nutrition	- Name and identify different food groups and sort foods into the five groups (Eatwell plate) - Explain where in the world different foods come from - Understand that all food comes from plants or animals and name some - Understand that food has to be farmed, grown elsewhere (e.g. Home) or caught - Explain why we need to eat 5 fruits/ vegetables a day - Design and prepare dishes - With support, begin to use simple techniques, such as kneading, cutting, peeling, grating, and mashing

Year 3	
Design	- Identify features of products that will appeal to intended users - Explore a broad range of products to help generate ideas - Design appealing products that have a clear purpose - Use annotated sketches to help communicate their ideas - Explore different initial ideas because coming up with a final design - Begin to explain choice of materials - Test ideas - Use computing software to develop ideas - Follow simple design criteria
Make	- With growing confidence, select from a range of tools or equipment - Select materials and components according to their functional properties - With some support, make in a systematic order - Use tools and equipment safely, appropriately and follow hygiene procedures - With growing independence measure and mark out to the nearest cm - Cut, shape and score materials with some accuracy - Cut, measure, shape and join with some accuracy - Choose an appropriate sewing technique - Begin to select appropriate finishing techniques (hemming, tie-dye, fabric paints and digital graphics)
Evaluate	- Explore and evaluate by explaining the purpose of the product - Explore the materials/ ingredients the products are made from - Consider their design criteria and alter their plans - Evaluate their product against their original design criteria
Technical Knowledge	- understand that materials have both functional properties and aesthetic qualities - apply their understanding of how to strengthen, stiffen and reinforce more complex structures in order to create useful characteristics - demonstrate how mechanical and electrical systems have an input and output process - make simple electrical circuits and components to create products - explain how mechanical systems such as levers and linkages create movement
Food and Nutrition	- Begin to explain that a healthy diet is made up of a variety of food and drink - Begin to know where food is grown in the UK, Europe and rest of the world

	- Understand that we get energy from food and drink - With support, prepare and cook savory dishes safely and hygienically - With support, use an oven or how to cook ingredients - Continue to use a range of techniques including, mashing, whisking, crushing, grating, cutting, kneading and baking - With support, use appropriate cooking utensils - With support, follow a recipe
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Year 4	
Design	- Identify features of products that will appeal to intended users - Use knowledge of a broad range of existing products to generate ideas - Design innovative products that have a clear purpose and are aimed at a specific user - Use annotated sketches and cross-sectional drawings to develop and communicate ideas - Begin to explain choice of materials and components including function and aesthetics - Use computing software to communicate ideas - Develop and follow simple design criteria
Make	- Select and explain choices for using tools and equipment - Select materials and components according to their functional and aesthetic properties - Make in a systematic order - Use tools and equipment safely, appropriately and follow hygiene procedures - With growing independence measure and mark out to the nearest mm - Cut, shape and score materials with increasing accuracy - With accuracy, cut, measure, shape, assemble and join - Use a wider range of materials and components, including construction kits, textiles, mechanical and electrical components
Evaluate	- Explore and evaluate by explaining if the product is designed well to meet the purpose - Suggest reasons for the materials/ ingredients the products are made from - Consider the views of others to help improve their product

	- Evaluate key events, technological developments and design of individuals that have helped shape the world
Technical Knowledge	- understand that materials have both functional properties and aesthetic qualities - apply their understanding of how to strengthen, stiffen and reinforce more complex structures in order to create useful characteristics - demonstrate how mechanical and electrical systems have an input and output process - make simple electrical circuits and components to create products - explain how mechanical systems such as levers and linkages create movement - use mechanical systems in their products
Food and Nutrition	- Explain that a healthy diet is made up of a variety and balance of different food and drink, refer to Eatwell plate - Begin to know when, where and how food is grown in the UK, Europe and the rest of the world - Understand that to be active and healthy, we need nutritious food and drink to provide energy for the body - Understand how to prepare and cook savory dishes safely and hygienically - With support, use an oven or hob to cook ingredients and show awareness of how to control temperature - Begin to use a range of techniques, for example, mashing, whisking, crushing, grating, cutting, kneading and baking - Use appropriate cooking utensils to prepare ingredients - Measure and weigh ingredients - With support, follow a recipe

Year 5	
Design	- Use research to inform the design of innovative and appealing products that are fit for purpose - Use knowledge of a broad range of existing products to generate ideas - Design products that have a clear purpose - explain how parts of their products work - Use annotated sketches, cross-sectional drawings to develop ideas - Generate a range of design ideas and clearly communicate the final design
Make	- Independently plan - Select from a range of tools and equipment with confidence - Independently take exact measurements and mark out, to within 1 mm - Cut a range of materials with precision and accuracy - Shape and score materials with accuracy - Assemble, join and combine materials and components - Show how to measure, make a seam allowances, tape, pin, cut, shape and join fabric - Learn a variety of stitches (backstitch, whip stitch, blanket stitch)
Evaluate	- Analyse products on the market - Evaluate the quality of design and fitness for purpose - Evaluate ideas and products against the original design criteria
Technical Knowledge	- Apply understanding of how to strengthen, stiffen and reinforce complex structures to create useful characteristics - Demonstrate that mechanical and electrical systems have an input, process and output - Explain how mechanical systems create movement and use these in their products - Apply understanding of computing to program, monitor and control
Food and Nutrition	- Understand that foods contain different substances, e.g. protein - Give examples of food that is grown, reared and caught in the UK, Europe and rest of the world - Prepare and cook mostly savory dishes safely and hygienically - Begin to use seasonality and explore how it affects food - Begin to use a range of cooking techniques (grilling, frying and boiling) - Measure accurately ingredients and calculate ratios to adapt the recipe - Independently follow a recipe

Year 6	
Design	- Use research to inform and develop the design of innovative, appealing and functional products which are aimed at a target market - Use knowledge of a broad range of existing products to help generate ideas - Design products and indicate the design features that will appeal to the intended users - Explain how particular parts of their products work - Use annotated sketches, cross-sectional drawings and computer aided exploded diagrams to develop and communicate ideas - Generate a range of design ideas and clearly communicate the final design - Consider the availability and costing of resources
Make	- Plan and suggest what to do next - Explain choices for choosing tools and equipment - Create step by step plans as a guide to making - Join textiles together using chosen stitches and explain why - Refine the finish using techniques such as sanding, or more precise scissor cut
Evaluate	- Analyse competitor products on the market - Evaluate the manufacture of products
Technical Knowledge	- Apply understanding of how to strengthen, stiffen and reinforce complex structures to create useful characteristics - Demonstrate that mechanical and electrical systems have an input, process and output - Explain how mechanical systems create movement and use these in their products - Apply understanding of computing to program, monitor and control
Food and Nutrition	- Explain that foods contain different substances, e.g. Protein, - Know and explain food that is grown, reared and caught in the UK, Europe and rest of the world - Prepare and cook mostly savory dishes safely and hygienically - Understand about seasonality, how this may affect the food availability and plan recipes according to seasonality; - Use a range of cooking techniques - Understand that food is processed into ingredients - Adapt recipes to change the appearance, taste, texture

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| | <ul style="list-style-type: none">- Measure accurately ingredients and calculate ratios to adapt the recipe- Independently follow a recipe |
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