Design Technology- Skills ladder

		Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		Work within different contexts such as story-	Work within a range of contexts e.g. bridges,	Work confidently within a range of contexts.	Work confidently within a range of contexts,	Work confidently in a range of contexts.	Work confidently in a wide range of contexts.	Work confidently in a wide range of contexts.
		based, home, school, playground. Generate ideas from existing examples.	boxes State what products they are designing and	State what products they are designing and making.	such as the home, school, leisure and industry. Describe the purpose of their products.	Describe the purpose of their products.	Describe in detail, the purpose of their products.	Describe in detail, the purpose of their products.
		Begin to talk about their designs.	making. Say whether their products are for themselves	Say whether their products are for themselves or other users.	Indicate design features of their products.	Indicate design features of their products that will appeal to intended users.	Indicate design features of their products that will appeal to intended users.	Indicate design features of their products that will appeal to intended users.
ı			or other users. Describe what their products are for.	Describe what their products are for. Say how their products will work and how	Gather information about the needs and wants of individuals or groups. Develop their own design criteria.	Gather information about the needs and wants of individuals or groups. Develop their own design criteria and use this	Gather information about the needs and wants of individuals or groups.	Gather information about the needs and wants of particular individuals and groups.
			Use existing knowledge to generate their own original designs.	they're suitable for intended users. Use simple design criteria to help develop their	Share and clarify ideas through discussion.	to inform their ideas. Share and clarify ideas confidently, through	Develop their own design criteria and use this to inform their ideas.	Develop their own design criteria and use this to inform their ideas.
ı	Study n		Begin to develop and communicate ideas by talking and drawing.	ideas. Generate ideas by drawing on their own	Model ideas using prototypes. Use annotated diagrams and some computeraided design packages, to develop and	discussion. Model ideas using prototypes and pattern	Carry out research e.g. surveys and interviews to identify users' needs, wants and preferences.	Carry out research e.g. surveys, interviews, questionnaires and web-based resources, to identify users' needs, wants and preferences.
	of sign			experiences. Use knowledge of existing products to help come up with ideas.	communicate ideas. Generate realistic ideas, focusing on the needs	pieces. Use annotated sketches, some cross-sectional drawings and computer-aided design packages,	Develop a simple design specification to guide their thinking. Share and clarify ideas confidently, through	Develop detailed design specifications to guide their thinking and planning.
ı	Breadth De			Develop and communicate ideas by talking and drawing.	of the user. Begin to take account of the availability of	to develop and communicate ideas. Generate realistic ideas, focusing on the needs	discussion. Model ideas using prototypes and pattern	Share and clarify ideas confidently, through discussion.
	B			Model ideas by exploring materials,	resources.	of the user.	pieces.	Model ideas using prototypes and pattern pieces.
				components, constructions kits and by making templates and mock-ups. Use information and communication		Make design decisions that take account of the availability of resources.	Use annotated sketches, cross-sectional drawings, exploded diagrams and computer-aided design packages, to develop and	Use annotated sketches, cross-sectional drawings, exploded diagrams and computer-
				technology, where appropriate, to develop and communicate their ideas.			communicate ideas. Generate realistic ideas, focusing on the needs of the user.	aided design packages, to develop and communicate ideas. Generate realistic ideas, focusing on the needs
							Make design decisions that take account of the availability of resources.	of the user. Make design decisions that take account of the
							Generate innovative ideas from prior research.	availability of resources.
		Shows some planning skills by suggesting what to do next.	Plans by suggesting what to do next.	Plans by suggesting what to do next.	Select tools and equipment suitable to the task.	Confidently select tools and equipment suitable to the task.	Confidently select tools and equipment suitable to the task.	Confidently select tools and equipment suitable to the task.
		Begins to follow safety procedures.	Selects from a range of tools, materials and components.	Selects from a range of tools, materials and components according to their characteristics.	Explain their choices. Selects some materials and components	Explain their choices, giving evidence.	Explain their choices, giving evidence.	Explain their choices, giving evidence.
		Selects from a range of materials and components.	Follows procedures for safety and hygiene.	Explains their choices.	suitable to the task.	Selects materials and components suitable to the task.	Selects materials and components suitable to the task.	Selects materials and components suitable to the task.
		·	Uses a range of materials, components, construction kits, textiles, food ingredients and mechanical products.	Follows procedures for safety and hygiene. Uses a range of materials, components, construction kits, textiles, food ingredients and	Order the main stages of making. Follow procedures for safety and hygiene.	Order the main stages of making in logical steps.	Produce appropriate lists of tools, equipment and materials that they will need.	Produce appropriate lists of tools, equipment and materials that they will need.
			Measures, marks out, shapes and cuts most materials.	mechanical products. Measures, marks out, cuts and shapes a range	Use a wide range of materials and components e.g. textiles, mechanical, construction kits, electrical and food ingredients.	Follow procedures for safety and hygiene. Use an extensive range of materials and	Order the stages of the making process, in logical steps.	Order the stages of the making process, in logical steps.
	ıdу			of materials and components. Assembles, joins and combines materials and	Measures, marks out, cuts and shapes materials and components with some accuracy.	components e.g. textiles, mechanical, construction kits, electrical and food ingredients.	Formulate step-by-step plans as guide to making.	Formulate step-by-step plans as guide to making.
	Study Ig			components. Begins to use finishing techniques, including	Assembles, joins and combines many materials with some accuracy.	Measures, marks out, cuts and shapes materials	Follow procedures for safety and hygiene. Use an extensive range of materials and	Follow procedures for safety and hygiene. Use an extensive range of materials and
	idth of St Making			those from art and design sessions.	Applies some finishing techniques.	and components with accuracy. Accurately assembles, joins and combines most materials.	components e.g. textiles, mechanical,	components e.g. textiles, mechanical, construction kits, electrical and food ingredients.
	Breadth Ma					Accurately apply several finishing techniques.	Measures, marks out, cuts and shapes materials and components with accuracy.	Measures, marks out, cuts and shapes materials and components with accuracy.
							Accurately assembles, joins and combines most materials.	Accurately assembles, joins and combines materials.
							Accurately apply a range of finishing techniques, including those from art and design sessions.	Accurately apply a range of finishing techniques, including those from art and design.
							Use techniques that involve a number of steps.	Use techniques that involve a number of steps.
							Use resourcefulness when tackling practical problems.	Use resourcefulness, resilience and innovation, when tackling practical problems.
								Explains next steps in learning, drawing from prior experience.

Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	

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Pupils recognise that a range of technology is used in places such as homes and schools. Give reasons. Give reasons. Give reasons. Give reasons. Give reasons. A achieved their purpose and the needs/wants of the users. Recognise successful inventors, designers, chefs and engineers, who have been influential in the design and technology industries. Investigate and analyse: who designed whether products were designed whether products were designed whether products were designed whether products are not recycled or Recognise several inventors, designer and explored the users. Investigate and analyse: who designed whether products were designed whether products were designed whether products were designed whether products were designed whether products can be recycled or Recognise several inventors, designer and explored the users. Pupils recognise that a range of technology is used in places such as homes and schools. Pupils use learning from science and mathematics to help design and make products of the subjects to help design and make products.	been designed and made; why materials have been chosen; what methods of construction were used; how well the products worked; whether they achieved their purpose and the needs/wants of the users. Investigate and analyse: who designed the products; where products were designed and made; when products were designed and made; when products can be recycled or re-used. Consider cost and sustainability. Consider the impact and innovative qualities of their products. Recognise several inventors, designers, chefs, manufacturers and engineers, who have been influential in the design and technology industries. been designed and made; why materials have been chosen; what methods of construction used; how well the products worked; whe they achieved their purpose and the needs of the users. Investigate and analyse: who designed the products; where products were designed and made; when products were designed and whether products can be recycled or re-used. Consider cost and sustainability. Consider the impact and innovative qualities of their products. Recognise several inventors, designers, chefs, manufacturers and engineers, who have been influential in the design and technology industries. Recognise that materials can be combined and Recognise that materials can be combined and Recognise that materials can be combined and	ave on were ther s/wants and made; ed. cts cost w what ed efs, een dustries.
They select and use technology for particular purposes. They show an interest in tops with buttons and mechanisms such as levers, sliders, wheels and assentiates of materials and components. Begin to family and successfully. Begin to family and successfully. Begin to family and successfully. Popular understand the movement of simple enchanisms and pasternations and interest in tops with buttons, flags and simple mechanisms such as levers, sliders, wheels and assential exceptions and past stronger, stiffer and more trailed. Recognise that roof ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their sensory characteristics. Recognise that food ingredients should be combined according to their s	Know that a single fabric shape can be used to make a 3D textile product. Recognise a range of fresh, precooked and processed foods. Reinforce and strengthen a 3D framework. Know that 3D textile products can be made from a combination of fabric shapes. Adapt recipes by adding or substituting one or more ingredients. Adapt recipes by adding or substituting one or more ingredients. Know that 3D textile products can be made from a combination of fabric shapes. Adapt recipes by adding or substituting one or more ingredients. Explore more complex electrical circuits and components. Explore more complex electrical circuits and components. Program computers and devices to monite changes in the environment and control the products. (Solar powered vehicles)	nal rpose. ed and or neir

Design Technology- Skills ladder

Breadth of Study Cooking and Nutrition	Begin to recognise that food comes from plants or animals. Food is farmed, grown elsewhere or caught. Begin to name and sort foods into the five groups in 'The Eatwell Plate.' Begin to recognise that everyone should eat at least five portions of fruit and vegetables every day. Start to prepare simple dishes. Use techniques e.g. cutting and peeling.	Recognise that food comes from plants or animals. Food is farmed, grown elsewhere or caught. Name and sort foods into the five groups in 'The Eatwell Plate.' Begin to recognise that everyone should eat at least five portions of fruit and vegetables every day. Prepare some simple dishes. Use techniques e.g. cutting, peeling and grating.	Know that food comes from plants or animals. Food is farmed, grown elsewhere (e.g home), imported or caught. Name and sort foods into the five groups in 'The Eatwell Plate.' Begin to recognise that everyone should eat at least five portions of fruit and vegetables every day. Know how to prepare simples dishes safely and hygienically, without using a heat source. Prepare a range of simple dishes. Use techniques e.g. cutting, chopping, peeling and grating.	Know that food is farmed, reared, grown elsewhere (e.g home), imported or caught locally, regionally and internationally. Know how to prepare and cook a variety of predominantly savoury dishes safely and hygienically, including the use of a heat source. Know how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. Recognise that a healthy diet is made up of a variety and balance of different foods and drinks, as depicted on 'The Eatwell Plate.' Know that to be active and healthy, food is needed to provide energy for the body.	Know that food is farmed, reared, grown elsewhere (e.g. home, allotments), exported, imported or caught. This can be on a local, regional and international scale. Know how to prepare and cook a variety of savoury and some sweet dishes safely and hygienically, including the use of a heat source. Know how to use a wide range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. Know that a healthy diet is made up of a variety and balance of different foods and drinks, as depicted on 'The Eatwell Plate.' Know that to be active and healthy, food is needed to provide energy for the body.	Know that food is farmed, reared, grown elsewhere (e.g. home, allotments), exported, imported or caught. This can be on a local, regional and international scale. Begin to know that seasons and weather affect food availability. Begin to know how food is processed into ingredients that can be eaten or used in cooking. Know how to prepare and cook a variety of savoury and some sweet dishes safely and hygienically, including the use of a heat source. Know how to use a wide range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. Know that a healthy diet is made up of a variety and balance of different foods and drinks, as depicted on 'The Eatwell Plate.' Know that to be active and healthy, food is needed to provide energy for the body. Know that recipes can be adapted to change the taste, texture, aroma and appearance. Know that different foods contain substances that are needed for health e.g. water, fibre, vitamins and nutrients.	Know that food is farmed, reared, grown elsewhere (e.g. home, allotments), exported, imported or caught. This can be on a local, regional and international scale. Begin to know that seasons and weather affect food availability. Begin to know how food is processed into ingredients that can be eaten or used in cooking. Know how to prepare and cook a variety of savoury and some sweet dishes safely and hygienically, including the use of a heat source. Know how to use a wide range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. Know that a healthy diet is made up of a variety and balance of different foods and drinks, as depicted on 'The Eatwell Plate.' Know that to be active and healthy, food is needed to provide energy for the body. Know that recipes can be adapted to change the taste, texture, aroma and appearance. Know that different foods contain substances that are needed for health e.g. water, fibre, vitamins, minerals and nutrients. Understand that healthy diets must incorporate the correct amounts of food types and substances. Understand that exercise is also important for our wellbeing and
							important for our wellbeing and fitness.