

## Design and Technology: Knowledge Progression and Overview



**Intent:** Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and create products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, become resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, connection and well-being of the nation.

### KS 1 NATIONAL CURRICULUM

#### Key Stage 1

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in **an iterative process of designing and making**. They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment]. When designing and making, pupils should be taught to:

#### Design

design purposeful, functional, appealing products for themselves and other users based on design criteria

generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

#### Make

select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

#### Evaluate

explore and evaluate a range of existing products

evaluate their ideas and products against design criteria

#### Technical knowledge

build structures, exploring how they can be made stronger, stiffer and more stable

### KS 2 NATIONAL CURRICULUM

#### Key stage 2

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home, school, leisure, culture, enterprise, industry and the wider environment]. When designing and making, pupils should be taught to:

#### Design

use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

#### Make

select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately

select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

#### Evaluate

investigate and analyse a range of existing products

evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

understand how key events and individuals in design and technology have helped shape the world

explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	<p><b>Technical knowledge</b></p> <p>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <p>understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</p> <p>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</p> <p>apply their understanding of computing to program, monitor and control their products.</p>
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### ELEMENT OF DT: Cooking

*“Every child should be taught to cook in school, not just talk about nutrition all day. Good food can be made in 15 minutes. This could be the first generation where the kids teach the parents.” – Jamie Oliver*

	EYFS	Year 1 and 2	
<b>Design</b>		<ul style="list-style-type: none"> <li>Design appealing products for a particular user based on simple design criteria.</li> <li>Generate initial ideas and design criteria through investigating a variety of fruit and vegetables.</li> <li>Communicate these ideas through talk and drawings.</li> </ul>	
<b>Make</b>		<ul style="list-style-type: none"> <li>Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely.</li> <li>Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product.</li> </ul>	
<b>Evaluate</b>		<ul style="list-style-type: none"> <li>Taste and evaluate a range of fruit and vegetables to determine the intended user’s preferences.</li> <li>Evaluate ideas and finished products against design criteria, including intended user and purpose.</li> </ul>	
<b>Technical knowledge and understanding</b>		<ul style="list-style-type: none"> <li>Understand where a range of fruit and vegetables come from e.g. farmed or grown at home.</li> <li>Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The eatwell plate.</li> <li>Know and use technical and sensory vocabulary relevant to the project.</li> </ul>	
	Year 3 and 4		Year 5 and 6
<b>Design</b>	<ul style="list-style-type: none"> <li>Generate and clarify ideas through discussion with peers and adults to develop design criteria including appearance, taste, texture and aroma for an appealing product for a particular user and purpose.</li> <li>Use annotated sketches and appropriate information and communication technology, such as web-based recipes, to develop and communicate ideas.</li> </ul>		<ul style="list-style-type: none"> <li>Generate innovative ideas through research and discussion with peers and adults to develop a design brief and criteria for a design specification.</li> <li>Explore a range of initial ideas, and make design decisions to develop a final product linked to user and purpose.</li> </ul>

		<ul style="list-style-type: none"> <li>Use words, annotated sketches and information and communication technology as appropriate to develop and communicate ideas.</li> </ul>
<b>Make</b>	<ul style="list-style-type: none"> <li>Plan the main stages of a recipe, listing ingredients, utensils and equipment.</li> <li>Select and use appropriate utensils and equipment to prepare and combine ingredients.</li> <li>Select from a range of ingredients to make appropriate food products, thinking about sensory characteristics.</li> </ul>	<ul style="list-style-type: none"> <li>Write a step-by-step recipe, including a list of ingredients, equipment and utensils.</li> <li>Select and use appropriate utensils and equipment accurately to measure and combine appropriate ingredients.</li> <li>Make, decorate and present the food product appropriately for the intended user and purpose.</li> </ul>
<b>Evaluate</b>	<ul style="list-style-type: none"> <li>Carry out sensory evaluations of a variety of ingredients and products. Record the evaluations using e.g. tables and simple graphs.</li> <li>Evaluate the ongoing work and the final product with reference to the design criteria and the views of others.</li> </ul>	<ul style="list-style-type: none"> <li>Carry out sensory evaluations of a range of relevant products and ingredients. Record the evaluations using e.g. tables/graphs/charts such as star diagrams.</li> <li>Evaluate the final product with reference back to the design brief and design specification, taking into account the views of others when identifying improvements.</li> <li>Understand how key chefs have influenced eating habits to promote varied and healthy diets.</li> </ul>
<b>Technical knowledge and understanding</b>	<ul style="list-style-type: none"> <li>Know how to use appropriate equipment and utensils to prepare and combine food.</li> <li>Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught.</li> <li>Know and use relevant technical and sensory vocabulary appropriately.</li> </ul>	<ul style="list-style-type: none"> <li>Know how to use utensils and equipment including heat sources to prepare and cook food.</li> <li>Understand about seasonality in relation to food products and the source of different food products.</li> <li>Know and use relevant technical and sensory vocabulary.</li> </ul>

## ELEMENTS OF DT: Building

*“As engineers, we were going to be in a position to change the world – not just study it.”*

*—Henry Petroski, American engineer.*

	<b>EYFS</b>	<b>Year 1 and 2</b>
<b>Design</b>	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	<p><i>(Mechanisms)</i></p> <ul style="list-style-type: none"> <li>Generate ideas based on simple design criteria and their own experiences, explaining what they could make.</li> <li>Develop, model and communicate their ideas through drawings and mock-ups with card and paper.</li> <li>Generate initial ideas and simple design criteria through talking and using own experiences.</li> <li>Develop and communicate ideas through drawings and mock-ups.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>Generate ideas based on simple design criteria and their own experiences, explaining what they could make.</li> <li>Develop, model and communicate their ideas through talking, mock-ups and drawings.</li> </ul>
<b>Make</b>	Make use of props and materials when role playing characters in narratives and stories.	<p><i>(Mechanisms)</i></p> <ul style="list-style-type: none"> <li>Plan by suggesting what to do next.</li> <li>Select and use tools, explaining their choices, to cut, shape and join paper and card.</li> <li>Use simple finishing techniques suitable for the product they are creating.</li> </ul>

		<ul style="list-style-type: none"> <li>Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing.</li> <li>Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>Plan by suggesting what to do next.</li> <li>Select and use tools, skills and techniques, explaining their choices.</li> <li>Select new and reclaimed materials and construction kits to build their structures.</li> <li>Use simple finishing techniques suitable for the structure they are creating.</li> </ul>
<b>Evaluate</b>	Share their creations, explaining the process they have used.	<p><i>(Mechanisms)</i></p> <ul style="list-style-type: none"> <li>Explore a range of existing books and everyday products that use simple sliders and levers.</li> <li>Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria.</li> <li>Explore and evaluate a range of products with wheels and axles.</li> <li>Evaluate their ideas throughout and their products against original criteria.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>Explore a range of existing freestanding structures in the school and local environment e.g. everyday products and buildings.</li> <li>Evaluate their product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria.</li> </ul>
<b>Technical knowledge and understanding</b>		<p><i>(Mechanisms)</i></p> <ul style="list-style-type: none"> <li>Explore and use sliders and levers.</li> <li>Understand that different mechanisms produce different types of movement.</li> <li>Know and use technical vocabulary relevant to the project.</li> <li>Explore and use wheels, axles and axle holders.</li> <li>Distinguish between fixed and freely moving axles.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>Know how to make freestanding structures stronger, stiffer and more stable.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul>
	<b>Year 3 and 4</b>	<b>Year 5 and 6</b>
<b>Design</b>	<p><i>(Mechanical Systems)</i></p> <ul style="list-style-type: none"> <li>Generate realistic ideas and their own design criteria through discussion, focusing on the needs of the user.</li> <li>Use annotated sketches and prototypes to develop, model and communicate ideas.</li> <li>Generate realistic and appropriate ideas and their own design criteria through discussion, focusing on the needs of the user.</li> <li>Use annotated sketches and prototypes to develop, model and communicate ideas.</li> </ul> <p><i>(Structures)</i></p>	<p><i>(Mechanical Systems)</i></p> <ul style="list-style-type: none"> <li>Generate innovative ideas by carrying out research using surveys, interviews, questionnaires and web-based resources.</li> <li>Develop a simple design specification to guide their thinking.</li> <li>Develop and communicate ideas through discussion, annotated drawings, exploded drawings and drawings from different views.</li> <li>Generate innovative ideas by carrying out research using surveys, interviews, questionnaires and web-based resources.</li> <li>Develop a simple design specification to guide their thinking.</li> </ul>

	<ul style="list-style-type: none"> <li>• Generate realistic ideas and design criteria collaboratively through discussion, focusing on the needs of the user and purpose of the product.</li> <li>• Develop ideas through the analysis of existing products and use annotated sketches and prototypes to model and communicate ideas.</li> </ul> <p><i>(Structures using CAD)</i></p> <ul style="list-style-type: none"> <li>• Generate realistic ideas and design criteria collaboratively through discussion, focusing on the needs of the user and the functional and aesthetic purposes of the product.</li> <li>• Develop ideas through the analysis of existing shell structures and use computer-aided design to model and communicate ideas.</li> </ul> <p><i>(Electrical Systems – Year 4 only)</i></p> <ul style="list-style-type: none"> <li>• Gather information about users’ needs and wants, and develop design criteria to inform the design of products that are fit for purpose.</li> <li>• Generate, develop, model and communicate realistic ideas through discussion and, as appropriate, annotated sketches, cross-sectional and exploded diagrams.</li> </ul>	<ul style="list-style-type: none"> <li>• Develop and communicate ideas through discussion, annotated drawings, exploded drawings and drawings from different views.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>• Carry out research into user needs and existing products, using surveys, interviews, questionnaires and web-based resources.</li> <li>• Develop a simple design specification to guide the development of their ideas and products, taking account of constraints including time, resources and cost.</li> <li>• Generate, develop and model innovative ideas, through discussion, prototypes and annotated sketches.</li> </ul> <p><i>(Electrical Systems – Year 6 only)</i></p> <ul style="list-style-type: none"> <li>• Use research to develop a design specification for a functional product that responds automatically to changes in the environment. Take account of constraints including time, resources and cost.</li> <li>• Generate and develop innovative ideas and share and clarify these through discussion.</li> <li>• Communicate ideas through annotated sketches, pictorial representations of electrical circuits or circuit diagrams.</li> <li>• Develop a design specification for a functional product that responds automatically to changes in the environment.</li> <li>• Generate, develop and communicate ideas through discussion, annotated sketches and pictorial representations of electrical circuits or circuit diagrams.</li> </ul>
<p><b>Make</b></p>	<p><i>(Mechanical Systems)</i></p> <ul style="list-style-type: none"> <li>• Order the main stages of making.</li> <li>• Select from and use appropriate tools with some accuracy to cut, shape and join paper and card.</li> <li>• Select from and use finishing techniques suitable for the product they are creating.</li> <li>• Order the main stages of making.</li> <li>• Select from and use appropriate tools with some accuracy to cut and join materials and components such as tubing, syringes and balloons.</li> <li>• Select from and use finishing techniques suitable for the product they are creating.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>• Order the main stages of making.</li> <li>• Select and use appropriate tools to measure, mark out, cut, score, shape and assemble with some accuracy.</li> <li>• Explain their choice of materials according to functional properties and aesthetic qualities.</li> <li>• Use finishing techniques suitable for the product they are creating.</li> </ul> <p><i>(Structures using CAD)</i></p> <ul style="list-style-type: none"> <li>• Plan the order of the main stages of making.</li> </ul>	<p><i>(Mechanical Systems)</i></p> <ul style="list-style-type: none"> <li>• Produce detailed lists of tools, equipment and materials. Formulate step-by-step plans and, if appropriate, allocate tasks within a team.</li> <li>• Select from and use a range of tools and equipment to make products that that are accurately assembled and well finished. Work within the constraints of time, resources and cost.</li> <li>• Produce detailed lists of tools, equipment and materials. Formulate step-by-step plans and, if appropriate, allocate tasks within a team.</li> <li>• Select from and use a range of tools and equipment to make products that that are accurately assembled and well finished. Work within the constraints of time, resources and cost.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>• Formulate a clear plan, including a step-by-step list of what needs to be done and lists of resources to be used.</li> <li>• Competently select from and use appropriate tools to accurately measure, mark out, cut, shape and join construction materials to make frameworks.</li> <li>• Use finishing and decorative techniques suitable for the product they are designing and making.</li> </ul>

	<ul style="list-style-type: none"> <li>• Select and use appropriate tools and software to measure, mark out, cut, score, shape and assemble with some accuracy.</li> <li>• Explain their choice of materials according to functional properties and aesthetic qualities.</li> <li>• Use computer-generated finishing techniques suitable for the product they are creating.</li> </ul> <p><i>(Electrical Systems – Year 4 only)</i></p> <ul style="list-style-type: none"> <li>• Order the main stages of making.</li> <li>• Select from and use tools and equipment to cut, shape, join and finish with some accuracy.</li> <li>• Connect simple electrical components and a battery in a series circuit to achieve a functional outcome.</li> <li>• Program a standalone control box, microcontroller or interface box to enhance the way the product works.</li> </ul>	<p><i>(Electrical Systems – Year 6 only)</i></p> <ul style="list-style-type: none"> <li>• Formulate a step-by-step plan to guide making, listing tools, equipment, materials and components.</li> <li>• Competently select and accurately assemble materials, and securely connect electrical components to produce a reliable, functional product.</li> <li>• Create and modify a computer control program to enable an electrical product to work automatically in response to changes in the environment.</li> <li>• Formulate a step-by-step plan to guide making, listing tools, equipment, materials and components.</li> <li>• Competently select and accurately assemble materials, and securely connect electrical components to produce a reliable, functional product.</li> <li>• Create and modify a computer control program to enable their electrical product to respond to changes in the environment.</li> </ul>
<p><b>Evaluate</b></p>	<p><i>(Mechanical Systems)</i></p> <ul style="list-style-type: none"> <li>• Investigate and analyse books and, where available, other products with lever and linkage mechanisms.</li> <li>• Evaluate their own products and ideas against criteria and user needs, as they design and make.</li> <li>• Investigate and analyse books, videos and products with pneumatic mechanisms.</li> <li>• Evaluate their own products and ideas against criteria and user needs, as they design and make.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>• Investigate and evaluate a range of existing shell structures including the materials, components and techniques that have been used.</li> <li>• Test and evaluate their own products against design criteria and the intended user and purpose.</li> </ul> <p><i>(Structures using CAD)</i></p> <ul style="list-style-type: none"> <li>• Investigate and evaluate a range of shell structures including the materials, components and techniques that have been used.</li> <li>• Test and evaluate their own products against design criteria and the intended user and purpose.</li> </ul> <p><i>(Electrical Systems – Year 4 only)</i></p> <ul style="list-style-type: none"> <li>• Investigate and analyse a range of existing battery-powered products, including pre-programmed and programmable products.</li> <li>• Evaluate their ideas and products against their own design criteria and identify the strengths and areas for improvement in their work.</li> </ul>	<p><i>(Mechanical Systems)</i></p> <ul style="list-style-type: none"> <li>• Compare the final product to the original design specification.</li> <li>• Test products with intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.</li> <li>• Consider the views of others to improve their work.</li> <li>• Investigate famous manufacturing and engineering companies relevant to the project.</li> <li>• Compare the final product to the original design specification.</li> <li>• Test products with the intended user, where safe and practical, and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.</li> <li>• Consider the views of others to improve their work.</li> <li>• Investigate famous manufacturing and engineering companies relevant to the project.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>• Investigate and evaluate a range of existing frame structures.</li> <li>• Critically evaluate their products against their design specification, intended user and purpose, identifying strengths and areas for development, and carrying out appropriate tests.</li> <li>• Research key events and individuals relevant to frame structures.</li> </ul> <p><i>(Electrical Systems – Year 6 only)</i></p> <ul style="list-style-type: none"> <li>• Continually evaluate and modify the working features of the product to match the initial design specification.</li> <li>• Test the system to demonstrate its effectiveness for the intended user and purpose.</li> <li>• Investigate famous inventors who developed ground-breaking electrical systems and components.</li> </ul>

		<ul style="list-style-type: none"> <li>Continually evaluate and modify the working features of the product to match the initial design specification.</li> <li>Test the system to demonstrate its effectiveness for the intended user and purpose.</li> </ul>
<b>Technical knowledge and understanding</b>	<p><i>(Mechanical Systems)</i></p> <ul style="list-style-type: none"> <li>Understand and use lever and linkage mechanisms.</li> <li>Distinguish between fixed and loose pivots.</li> <li>Know and use technical vocabulary relevant to the project.</li> <li>Understand and use pneumatic mechanisms.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>Develop and use knowledge of how to construct strong, stiff shell structures.</li> <li>Develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul> <p><i>(Structures using CAD)</i></p> <ul style="list-style-type: none"> <li>Develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes.</li> <li>Develop and use knowledge of how to construct strong, stiff shell structures.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul> <p><i>(Electrical Systems – Year 4 only)</i></p> <ul style="list-style-type: none"> <li>Understand and use computing to program and control products containing electrical systems, such as series circuits incorporating switches, bulbs and buzzers.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul>	<p><i>(Mechanical Systems)</i></p> <ul style="list-style-type: none"> <li>Understand that mechanical and electrical systems have an input, process and an output.</li> <li>Understand how gears and pulleys can be used to speed up, slow down or change the direction of movement.</li> <li>Know and use technical vocabulary relevant to the project.</li> <li>Understand that mechanical systems have an input, process and an output.</li> <li>Understand how cams can be used to produce different types of movement and change the direction of movement.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul> <p><i>(Structures)</i></p> <ul style="list-style-type: none"> <li>Understand how to strengthen, stiffen and reinforce 3-D frameworks.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul> <p><i>(Electrical Systems – Year 6 only)</i></p> <ul style="list-style-type: none"> <li>Understand and use electrical systems in their products.</li> <li>Apply their understanding of computing to program, monitor and control their products.</li> <li>Know and use technical vocabulary relevant to the project.</li> <li>Understand and use electrical systems in their products.</li> <li>Understand the use of computer control systems in products.</li> <li>Apply their understanding of computing to program, monitor and control their products.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul>

## Elements of DT - Sewing

*“The fashion industry is heavily technological: new fabrics, dyes and ways to cut cloth, originate from the imagination of an engineer” – Gill Hope, educationalist.*

	EYFS	Year 1 and 2
<b>Design</b>		<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>Design a functional and appealing product for a chosen user and purpose based on simple design criteria.</li> <li>Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology.</li> </ul>

<b>Make</b>		<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing.</li> <li>• Select from and use textiles according to their characteristics.</li> </ul>
<b>Evaluate</b>		<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• Explore and evaluate a range of existing textile products relevant to the project being undertaken.</li> <li>• Evaluate their ideas throughout and their final products against original design criteria.</li> </ul>
<b>Technical knowledge and understanding</b>		<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• Understand how simple 3-D textile products are made, using a template to create two identical shapes.</li> <li>• Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling.</li> <li>• Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.</li> <li>• Know and use technical vocabulary relevant to the project.</li> </ul>
	<b>Year 3 and 4</b>	<b>Year 5 and 6</b>
<b>Design</b>	<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s.</li> <li>• Produce annotated sketches, prototypes, final product sketches and pattern pieces.</li> </ul>	<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• Generate innovative ideas by carrying out research including surveys, interviews and questionnaires.</li> <li>• Develop, model and communicate ideas through talking, drawing, templates, mock-ups and prototypes and, where appropriate, computer-aided design.</li> <li>• Design purposeful, functional, appealing products for the intended user that are fit for purpose based on a simple design specification.</li> </ul>
<b>Make</b>	<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• Plan the main stages of making.</li> <li>• Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing.</li> <li>• Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.</li> </ul>	<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• Produce detailed lists of equipment and fabrics relevant to their tasks.</li> <li>• Formulate step-by-step plans and, if appropriate, allocate tasks within a team.</li> <li>• Select from and use a range of tools and equipment to make products that are accurately assembled and well finished. Work within the constraints of time, resources and cost.</li> </ul>
<b>Evaluate</b>	<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• Investigate a range of 3-D textile products relevant to the project.</li> <li>• Test their product against the original design criteria and with the intended user.</li> <li>• Take into account others' views.</li> <li>• Understand how a key event/individual has influenced the development of the chosen product and/or fabric.</li> </ul>	<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• Investigate and analyse textile products linked to their final product.</li> <li>• Compare the final product to the original design specification.</li> <li>• Test products with intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.</li> <li>• Consider the views of others to improve their work.</li> </ul>
<b>Technical knowledge and understanding</b>	<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• Know how to strengthen, stiffen and reinforce existing fabrics.</li> <li>• Understand how to securely join two pieces of fabric together.</li> <li>• Understand the need for patterns and seam allowances.</li> <li>• Know and use technical vocabulary relevant to the project.</li> </ul>	<p><i>(Textiles)</i></p> <ul style="list-style-type: none"> <li>• A 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics.</li> <li>• Fabrics can be strengthened, stiffened and reinforced where appropriate.</li> </ul>



**Reference List:**

Scheme of Work – [Design and Technology Association](#).

**CPD:**

[Butterflies in my tummy](#) – embedding SEAL within D and T.

[Designers toolkit for children](#) – prompt cards for children.

[D&T principles guidance](#).

[Primary food guidance](#).

[Primary planning – Teachers' guide to using POP](#)

[D&T and Computing](#).

**Interesting reads:**

[6 ways to get D&T right at primary](#).