YEAR 1

Design, Make, Evaluate, Improve • Design products that have a clear purpose and an intended user • Suggest improvements to existing designs		Take Inspiration from DT through history • Explore objects and designs to identify likes and dislikes of the designs	
Food	Materials	Textiles	Mechanics
Cut ingredients safely and hygienically. Assemble or cook ingredients.	• Cut materials safely using tools provided. • Demonstrate a range of cutting & shaping techniques (such as tearing, cutting, folding and curling).	• Shape textiles using templates. • Colour and decorate textiles	• Create products using levers and wheels.

YEAR 2

Design, Make, Evaluate, Improve • Make products, refining the design as work progresses		Take Inspiration from DT through history • Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. • Explore how products have been created.	
Food	Materials	Textiles	Mechanics
Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales.	• Measure and mark out to nearest cm. • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).	• Join textiles using running stitch. • Colour and decorate textiles using a number of techniques	• Create products using winding mechanisms.

YEAR 3 & 4

Design, Make, Evaluate, Improve	Take Inspiration from DT through history
• Design with purpose by identifying opportunities to design. • Make products by working efficiently (such as by carefully selecting materials). • Refine work and techniques as work progresses, continually evaluating the design & the end product	• Identify some of the great designers in all of the areas of study to generate ideas for designs. • Improve upon existing designs, giving reasons for choices. • Disassemble products to understand how they work.

Food	Materials	Textiles	Mechanics
Prepare ingredients hygienically using appropriate utensils. • Measure accurately. • Follow a recipe. • Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).	• Cut materials accurately and safely by selecting appropriate tools. • Select appropriate joining techniques. • Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).	• Understand the need for a seam allowance. • Join textiles with appropriate stitching. • Select the most appropriate techniques to decorate textiles	• Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).

YEAR 5 & 6

Design, Make, Evaluate, Improve • Design with the user in mind, motivated by the service a product will offer • Make products through prototypes, cross-sectional diagrams and computer aided designs, making continual refinements • Ensure products have a high-quality finish, using art skills where appropriate		Take Inspiration from DT through history • Combine elements of design from a range of inspirational designers throughout history giving reasons for choices • Create innovative designs that improve upon existing products. Evaluate products to suggest improvements to the user experience.	
Food	**Materials**	**Textiles**	**Mechanics**
• Understand the importance of correct storage and handling of ingredients (knowledge of micro-organisms). • Demonstrate a range of baking and cooking techniques. • Measure accurately and calculate ratios of ingredients to scale up or down from recipe. • Create and refine recipes, including ingredients, methods, cooking times and temperatures.	• Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape). • Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (e.g. the nature of fabric may require sharper scissors than would be used to cut paper).	• Create objects (such as a cushion) that employ a seam allowance. • Join textiles with a combination of stitching techniques (e.g. back stitch for seams and running stitch to attach decoration). • Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion).	• Convert rotary motion to linear using cams. • Use innovative combinations of mechanics in product designs