



To explore materials and features of objects. I wonder what would happen if...		Mechanisms, mechanical systems and electrical systems. To be able to design/plan a product.					
Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Can use various construction materials.	Can manipulate materials to create a planned effect.	Can explain what product they will be designing and making.	Can discuss what their steps might be through talking, drawing or computing.	Can generate realistic ideas that meet the needs of users.	Can order the main stages of making; representing ideas through labelled diagrams.	Can generate realistic ideas that meet the needs of users and take into account availability of resources.	Can describe the purpose of their product, identifying key features and how it works.
Can begin to construct, stacking blocks vertically and horizontally making enclosures and creating spaces.	Can explore a variety of materials and talk about their purpose.	Can explain who will use their product and what it will be used for.	Can explore materials based on suitability whilst developing ideas based on their own experiences.	Can describe the purpose of their product and how parts of their product work.	Can describe the purpose of their product and how parts of their work.	Can record a step-by-step plan for making; with a list of tools, equipment and materials. Use annotated sketches and computer diagrams.	Can explain their choice of materials and components according to functional and aesthetic qualities.
Can manipulate materials to create a planned effect.	Can construct with a purpose in mind, using a variety of resources.	Can discuss what their steps might be through talking or drawing.	Can explain why their product will be suitable for its intended user.	Can order the main stages of making; representing ideas through labelled diagrams.	Can generate realistic ideas that meet the needs of users and take into account availability of resources.	Can describe the purpose of their product, identifying key features and how they will work.	Can generate realistic ideas that meet the needs of users and take into account availability and cost of resources.



		To be able to make a product.					
Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		Can choose suitable tools for making.	Can join, assemble and combine materials and components.	Can choose suitable tools for making. Can explain why those tools and skills should be used.	Can measure, mark, cut, shape, and join materials and components with some accuracy.	Can apply a range of finishing techniques, including those for art and design with accuracy. Can use techniques that involve a number of steps.	Can demonstrate problem solving skills when encountering a mistake or problem.
		Can cut and shape materials and components. Can refer to their ideas for making the product.	Can measure, mark, cut and shape materials and components. Can refer to the plan for making their product.	Can use their design criteria whilst making.	Can use their design criteria whilst making, making some amendments as they go.	Can use their design criteria whilst making accurately.	Can amend their designs as they go along to reflect difficulties encountered.
		Can join, assemble and combine materials and components.	Can choose suitable tools for making. Can explain why those tools and skills should be used.	Can measure, mark, cut, shape, and join materials and components with some accuracy.	Can apply a range of finishing techniques, including those for art and design with some accuracy.	Can demonstrate problem solving skills when encountering a mistake or problem.	Can demonstrate resourcefulness when tackling practical problems.



**EWELL GROVE PRIMARY AND NURSERY SCHOOL**

**DT – AUTUMN 1B**



		<b>To be able to evaluate a product.</b>					
<b>Nursery</b>	<b>Reception</b>	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
		Can talk about their design ideas and what they have made.	Can suggest how their product could be improved.	Can use design criteria to evaluate their product, identifying strengths.	Can use design criteria to evaluate their product, identifying strengths.	Can make a judgement related to the quality of the product made.	Can evaluate their product in relation to their design specification.
		Can make simple judgements of how their product met their design ideas.	Can make simple judgements of how their product met their design ideas and ask for the opinions of others.	Can identify areas for development.	Can consider the views of others including the intended user.	Can suggest amendments in relation to feedback from others.	Can refine their prototype and create and improved version.
		Can suggest how their product could be improved.	Can use design criteria to evaluate their product, identifying strengths.	Can consider the views of others, including the intended user, whilst evaluating.	Can make a judgement related to the quality of the product made.	Can evaluate their product in relation to their design specification.	Can related improvements to their product to improved user experience.