Design and Technology **Key Stage One**	**Design and Technology** **Key Stage Two**
Please see progression document for more detailed information	
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	**Design** • Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fir 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 range of tools and equipment to perform practical tasks e.g. 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 characteristic	**Make** • Select from and use a wider range of tools and equipment to perform practical tasks (e.g. 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 • Explore and evaluate a range of existing products • Evaluate their ideas and products against design criteria	**Evaluate** • Investigate and analyse a arrange 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
Technical Knowledge • Build structures, exploring how they can be made stronger, stiffer and more stable • Explore and use mechanisms (e.g levers, sliders, wheels and axles) in their products	**Technical knowledge** • Apply their understanding of how to strengthen, stiffen and reinforce more complex structures • Understand and use mechanical systems in their products (e.g. series circuits incorporating switches, bulbs, buzzers

	and motors) • Apply their understanding of computing to program, monitor and control their products
Cooking and Nutrition • Use the basic principles of a healthy and varied diet to produce dishes • Understand where food comes from	**Cooking and Nutrition** • Understand and apply the principles of a healthy and varied diet • Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed