



INTENT: Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, children will design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They will acquire a broad range of subject knowledge and draw on skills in mathematics, science, computing and art. Pupils will learn how to take risks, become resourceful, innovative, enterprising and capable citizens. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

PROGRESSION TRACKER - DESIGN/TECHNOLOGY

EYFS		
They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and functions.		
	Year 1	Year 2
Developing, planning and communicating ideas.	<ul style="list-style-type: none"> • Draw on their own experience to help generate ideas • Suggest ideas and explain what they are going to do • Identify a target group for what they intend to design and make • Model their ideas in card and paper • Develop their design ideas applying findings from their earlier research 	<ul style="list-style-type: none"> • Generate ideas by drawing on their own and other people's experiences • Develop their design ideas through discussion, observation, drawing and modelling • Identify a purpose for what they intend to design and make • Identify simple design criteria • Make simple drawings and label parts
Working with tools, equipment, materials and components to make quality products (inc-food)	<ul style="list-style-type: none"> • Make their design using appropriate techniques • With help measure, mark out, cut and shape a range of materials • Use tools <i>eg scissors and a hole punch</i> safely • Assemble, join and combine materials and components together using a variety of temporary methods <i>e.g. glues or masking tape</i> • Select and use appropriate fruit and vegetables, processes and tools • Use basic food handling, hygienic practices and personal hygiene • Use simple finishing techniques to improve the appearance of their product 	<ul style="list-style-type: none"> • Begin to select tools and materials; use vocab' to name and describe them • Measure, cut and score with some accuracy • Use hand tools safely and appropriately • Assemble, join and combine materials in order to make a product • Cut, shape and join fabric to make a simple garment. Use basic sewing techniques • Follow safe procedures for food safety and hygiene • Choose and use appropriate finishing techniques

Evaluating processes and products

- Evaluate their product by discussing how well it works in relation to its purpose
- Evaluate their products as they are developed, identifying strengths and possible changes they might make
- Evaluate their product by asking questions about what they have made and how they have gone about it

- Evaluate against their design criteria
- Evaluate their products as they are developed, identifying strengths and possible changes they might make
- Talk about their ideas saying what they like and dislike about them