



Aspect	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Mechanisms & movement	Explore, build and play with a range of resources and construction kits with wheels and axles.	Use wheels and axles to make a simple moving model.			Explore and use a range of mechanisms (levers, axles, cams, gears and pulleys) in models or products.		
Electricity	Identify products that use electricity to make them work.				Incorporate circuits that use a variety of components into models or products.	Use electrical circuits of increasing complexity in their models or products, showing an understanding of control.	Understand and use electrical circuits that incorporate a variety of components (switches, lamps, buzzers and motors) and use programming to control their products.
Staying Safe	Follow rules and instructions to keep safe.	Follow the rules to keep safe during a practical task.	Work safely and hygienically in construction and cooking activities.	Use appliances safely with adult supervision.	Work safely with everyday chemical products under supervision, such as disinfectant hand wash and surface cleaning spray.		

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Everyday products	Name and explore a range of everyday products and begin to talk about how they are used.	Name and explore a range of everyday products and describe how they are used.			Investigate and identify the design features of a familiar product.	Explain how the design of a product has been influenced by the culture or society in which it was designed or made.	Analyse how an invention or product has significantly changed or improved people's lives.
Generation of ideas	Create collaboratively, share ideas and use a variety of resources to make products inspired by existing products, stories or their own ideas, interests or experiences.	Create a design to meet simple design criteria.	Generate and communicate their ideas through a range of different methods.	Develop design criteria to inform a design.	Use annotated sketches and exploded diagrams to test and communicate their ideas.	Use pattern pieces and computer-aided design packages to design a product.	
Structures	Construct simple structures and models using a range of materials.	Construct simple structures, models or other products using a range of materials.	Explore how a structure can be made stronger, stiffer and more stable.		Prototype shell and frame structures, showing awareness of how to strengthen, stiffen and reinforce them.	Build a framework using a range of materials to support mechanisms.	

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Use of ICT	Use digital devices to take digital images or recordings of their creations to share with others.				Write a program to control a physical device, such as a light, speaker or buzzer.		Use a sensor to monitor an environmental variable, such as temperature, sound or light.
Cutting & joining textiles		Cut and join textiles using glue and simple stitches.					Pin and tack fabrics in preparation for sewing and more complex pattern work.
Materials for purpose	Select appropriate materials when constructing and making.	Select and use a range of materials, beginning to explain their choices.	Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect.		Choose from a range of materials, showing an understanding of their different characteristics.	Select and combine materials with precision.	Choose the best materials for a task, showing an understanding of their working characteristics.

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Decorating & embellishing textiles		Use gluing, stapling or tying to decorate fabric, including buttons and sequins.					Use different methods of fastening for function and decoration, including press studs, Velcro and buttons.
Food preparation & cooking	Follow instructions, including simple recipes, that include measures and ingredients.	Measure and weigh food items using non-standard measures, such as spoons and cups.	Prepare ingredients by peeling, grating, chopping and slicing.	Prepare and cook a simple savoury dish.	Identify and use a range of cooking techniques to prepare a simple meal or snack.	Use an increasing range of preparation and cooking techniques to cook a sweet or savoury dish.	Follow a recipe that requires a variety of techniques and source the necessary ingredients independently.
Nutrition	Suggest healthy ingredients that can be used to make simple snacks.	Select healthy ingredients for a fruit or vegetable salad.	Describe the types of food needed for a healthy and varied diet and apply the principles to make a simple, healthy meal.	Identify the main food groups (carbohydrates, protein, dairy, fruits and vegetables, fats and sugars).	Design a healthy snack or packed lunch and explain why it is healthy.	Evaluate meals and consider if they contribute towards a balanced diet.	Plan a healthy daily diet, justifying why each meal contributes towards a balanced diet.

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Origins of food		Sort foods into groups by whether they are from an animal or plant source.	Identify the origin of some common foods (milk, eggs, some meats, common fruit and vegetables).	Identify and name foods that are produced in different places.	Identify and name foods that are produced in different places in the UK and beyond.	Describe what seasonality means and explain some of the reasons why it is beneficial.	Explain how organic produce is grown.
Investigation	Choose and explore appropriate tools for simple practical tasks.	Select the appropriate tool for a simple practical task.	Select the appropriate tool for a task and explain their choice.				Select appropriate tools for a task and use them safely and precisely.
Evaluation	Adapt and refine their work as they are constructing and making.	Talk about their own and each other's work, identifying strengths or weaknesses and offering support.	Explain how closely their finished products meet their design criteria and say what they could do better in the future.	Suggest improvements to their products and describe how to implement them, beginning to take the views of others into account.	Identify what has worked well and what aspects of their products could be improved, acting on their own suggestions and those of others when making improvements.	Test and evaluate products against a detailed design specification and make adaptations as they develop the product.	Demonstrate modifications made to a product as a result of ongoing evaluation by themselves and to others.

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Compare & contrast	Describe what, why and how something was made and compare with others.	Describe the similarities and differences between two products.			Create and complete a comparison table to compare two or more products.		Create a detailed comparative report about two or more products or inventions.
Significant people	Explore significant products.	Describe why a product is important.	Explain why a designer or inventor is important.	Describe how key events in design and technology have shaped the world.	Explain how and why a significant designer or inventor shaped the world.	Describe the social influence of a significant designer or inventor.	