



Skill	Y3	Y4	Y5	Y6
Design	<p>Show design meets a range of requirements.</p> <p>Describe purpose of product.</p> <p>Follow a given design criteria.</p> <p>Have at least one idea about how to create product.</p> <p>Create a plan which shows order, equipment and tools.</p> <p>Describe design using an accurately labelled sketch and words.</p> <p>Make design decisions.</p> <p>Explain how product will work.</p> <p>Begin to use computers to show design.</p> <p>Select appropriate materials, fit for purpose.</p>	<p>Use research for design ideas.</p> <p>Show design meets a range of requirements and is fit for purpose.</p> <p>Have at least one idea about how to create product and suggest improvements for design.</p> <p>Produce a plan and explain it to others.</p> <p>Say how realistic a plan is.</p> <p>Include an annotated sketch.</p> <p>Make and explain design decisions considering availability of resources explain how product will work.</p> <p>Begin to make a prototype.</p> <p>Select appropriate materials, fit for purpose; explain choices.</p>	<p>Take a user's view into account when designing.</p> <p>Begin to consider needs/wants of individuals/groups when designing and ensure product is fit for purpose.</p> <p>Have a range of ideas.</p> <p>Produce a logical, realistic plan and explain it to others.</p> <p>Use annotated sketches.</p> <p>Clearly explain how parts of product will work.</p> <p>Model and refine design ideas by making prototypes and using pattern pieces.</p> <p>Select appropriate materials, fit for purpose; explain choices, considering functionality.</p> <p>Explain how product will appeal to an audience.</p>	<p>Use research of user's individual needs, wants, requirements for design.</p> <p>Identify features of design that will appeal to the intended user.</p> <p>Create own design criteria and specification.</p> <p>Come up with innovative design ideas.</p> <p>Follow and refine a logical plan.</p> <p>Use annotated sketches.</p> <p>Clearly explain how parts of design will work, and how they are fit for purpose.</p> <p>Independently model and refine design ideas by making prototypes.</p> <p>Select appropriate materials, fit for purpose; explain choices, considering functionality and aesthetics.</p> <p>Explain how product will appeal to audience; make changes to improve quality.</p>
Make	<p>Work through plan in order.</p> <p>Begin to measure, mark out, cut and shape materials/components with some accuracy.</p> <p>#Select suitable tools/equipment, explain choices; begin to use them accurately.</p> <p>Begin to cut materials/components with some accuracy.</p> <p>Begin to assemble, join and combine materials and components with some accuracy.</p> <p>Begin join different textiles in different ways.</p>	<p>Work through plan in order.</p> <p>Measure, mark out, cut and shape materials/components with some accuracy.</p> <p>Select suitable tools and equipment, explain choices in relation to required techniques and use accurately.</p> <p>Grow in confidence when cutting materials/components with some accuracy.</p> <p>Assemble, join and combine materials and components with some accuracy.</p> <p>Explain alterations to product after checking it. Grow in confidence about trying new/different ideas.</p> <p>Apply a range of finishing techniques with some accuracy.</p>	<p>Create and follow detailed step-by-step plan.</p> <p>Mainly accurately measure, mark out, cut and shape materials/components.</p> <p>Use selected tools/equipment with good level of precision.</p> <p>Produce suitable lists of tools, equipment/materials needed.</p> <p>Use techniques that involve a small number of steps.</p> <p>Cut materials/components with accuracy.</p> <p>Explain how to join things in a different way.</p> <p>Mainly accurately assemble, join and combine materials and components.</p> <p>Refine products after testing.</p> <p>Grow in confidence about trying new/different ideas.</p>	<p>Create, follow, and adapt detailed step-by-step plans.</p> <p>Accurately measure, mark out, cut and shape materials/components.</p> <p>Use selected tools and equipment precisely.</p> <p>Produce suitable lists of tools, equipment, materials needed, considering constraints.</p> <p>Cut materials/components with accuracy and confidence.</p> <p>Accurately assemble, join and combine materials and components.</p> <p>Refine product after testing, considering aesthetics, functionality and purpose.</p> <p>Be confident to try new/different ideas.</p> <p>Accurately apply a range of finishing techniques. Use techniques that involve a number of steps.</p>



			Mainly accurately apply a range of finishing techniques.	
Technical Knowledge	<p>Use simple mechanisms to create movement.</p> <p>Use pneumatics to create movement.</p> <p>Begin to apply a range of finishing techniques with some accuracy.</p> <p>Choose textiles considering appearance and functionality.</p> <p>Begin to understand that a simple fabric shape can be used to make a textiles project.</p> <p>Think about user when choosing textiles.</p> <p>Begin to devise a template for a textiles project.</p> <p>Think about how to make product strong.</p>	<p>Plan to use a simple circuit in product.</p> <p>Use simple circuits in a product with confidence and begin to use more components in a circuit.</p> <p>Begin to use different techniques to strengthen a product.</p>	<p>Think about user and aesthetics when choosing textiles.</p> <p>Use own template/pattern.</p> <p>Think about how to make product strong and look better.</p> <p>Think of a range of ways to join things.</p> <p>Begin to understand that a single textiles project can be made from a combination of fabric shapes.</p> <p>Think carefully about what would improve the final product.</p>	<p>Confidently know how to make product strong and look better.</p> <p>Securely use different techniques to strengthen a product.</p> <p>Use cams to create movement.</p>
Cooking and Nutrition	<p>Carefully select ingredients.</p> <p>Use equipment safely.</p> <p>Describe how healthy diet= variety/balance of food/drinks.</p> <p>Prepare and cook some dishes safely and hygienically.</p> <p>Grow in confidence using some of the following techniques: peeling, chopping, slicing, grating, mixing and spreading.</p>	<p>Explain how to be safe/hygienic.</p> <p>Begin to understand about food being grown, reared or caught in the UK or wider world.</p> <p>Describe eat well plate and how a healthy diet=variety / balance of food and drinks.</p> <p>Begin to understand seasonality of foods understand food can be grown, reared or caught in the UK and the wider world.</p> <p>Prepare and cook some dishes safely and hygienically.</p> <p>Use some of the following techniques: peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.</p>	<p>Explain how to be safe / hygienic and follow own guidelines.</p> <p>Present product well - interesting, attractive, fit for purpose.</p> <p>Describe how recipes can be adapted to change appearance, taste, texture, aroma.</p> <p>Explain how there are different substances in food / drink needed for health.</p> <p>Prepare and cook some savoury dishes safely and hygienically including, where appropriate, use of heat source.</p> <p>Use range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.</p>	<p>Understand a recipe can be adapted by adding / substituting ingredients.</p> <p>Explain seasonality of foods.</p> <p>Name some types of food that are grown, reared or caught in the UK or wider world.</p> <p>Adapt recipes to change appearance, taste, texture or aroma.</p> <p>Prepare and cook a variety of savoury dishes safely and hygienically including, where appropriate, the use of heat source.</p> <p>Use a range of techniques confidently such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.</p>
Evaluate	<p>Look at design criteria while designing and making.</p> <p>Use design criteria to evaluate finished product.</p> <p>Say what I would change to make design better.</p> <p>Begin to evaluate existing products, considering how well they have been made, materials, whether they work, how they have been made, fit for purpose.</p> <p>Begin to be resourceful with practical problems.</p>	<p>Refer to design criteria while designing and making. Use criteria to evaluate product.</p> <p>Begin to explain how I could improve original design.</p> <p>Evaluate existing products, considering how well they've been made, materials, whether they work, how they have been made, fit for purpose.</p> <p>Develop their ability to be able to be resourceful with practical problems.</p>	<p>Evaluate quality of design while designing and making.</p> <p>Evaluate ideas and finished product against specification, considering purpose and appearance.</p> <p>Test and evaluate final product.</p> <p>Evaluate and discuss existing products, considering how well they've been made, materials, whether they work, how they have been made, fit for purpose.</p> <p>Mostly be able to independently be resourceful with practical problems.</p>	<p>Evaluate quality of design while designing and making; is it fit for purpose?</p> <p>Keep checking design is best it can be.</p> <p>Evaluate ideas and finished product against specification, stating if it's fit for purpose.</p> <p>Test and evaluate final product; explain what would improve it and the effect different resources may have had.</p> <p>Securely be able to independently be resourceful with practical problems.</p>