



THE
ROBERT DRAKE
PRIMARY SCHOOL

CURRICULUM PROGRESSION FOR DESIGN TECHNOLOGY

EYFS	YEARS 1 and 2	YEARS 3 and 4	YEARS 5 and 6
<p>Children will safely use and explore a variety of materials, tools and techniques. They will experiment with colour, design, texture, form and function. Children will use what they have learnt about media and materials in original ways, thinking about uses and purposes. They will represent their own ideas, thoughts and feelings through design and technology (including food technology).</p>	<p>Pupils will investigate and explore existing products/structures. They will design purposeful, functional and appealing products/structures and generate some ideas, using a simple design criteria. Pupils will build a prototype or develop a skill needed to build a product/structure. They will modify and improve their design or prototype to build final products, which they will then make judgements about.</p> <p><u>Food Technology</u> Pupils will understand where food comes from. They will see and try existing dishes and use the basic principles of a healthy and varied diet to prepare dishes.</p>	<p>Pupils will disassemble existing products/structures. By communicating some design ideas through discussion, pupils will develop a design criteria. They will design products/ structures with a clear purpose and decide on materials. Pupils will build products/ structures with a mechanical or electrical system, using a range of tools and materials or they will complete a focussed practical task to develop relevant skills for making a final product. They will begin to use computer aided design and simple programming and control. They will then modify, improve and strengthen their prototypes/designs as they build a final product. Then, pupils will evaluate their product against their design criteria.</p>	<p>Pupils will research and evaluate existing products/structures with mechanical, electrical and computing systems. They will learn how key events and individuals in design and technology have influenced the world. By communicating and developing design ideas through discussion and sketches, pupils will develop a design specification that meets user needs and shows knowledge of materials. They will design products/structures fit for purpose. They will build a prototype with a mechanical, electrical or computing system, using a wider range of tools or they will further develop relevant skills in a focussed practical task. They will further develop skills in using computing for monitoring and control. Pupils will modify and</p>

		<p><u>Food Technology</u> Pupils will begin to understand seasonality and know where and how relevant ingredients are grown, reared, caught or processed. They will see and try existing dishes and generate ideas for making their own. They will begin to understand the principles of a healthy and varied diet. Pupils will prepare and cook predominantly savoury dishes.</p>	<p>consider views of others to improve, strengthen or reinforce their prototypes/designs as they build a final product. Then, pupils will critically evaluate their product against their design specification.</p> <p><u>Food Technology</u> Pupils will understand seasonality and know where and different ingredients are grown, reared, caught or processed. They will evaluate existing dishes and communicate ideas for making their own. They will understand and apply the principles of a healthy and varied diet to prepare and cook predominantly savoury dishes using a range of cooking techniques.</p>
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