

Design Technology



Year 3 and 4

- To prove that design meets some set criteria.
- To use ideas from other people when I am designing.
- To produce a plan and explain it.
- To follow a step-by-step plan, choosing the right equipment and materials.
- To design a product and make sure that it looks attractive.
- To choose a textile for both its suitability and its appearance.
- To select the most appropriate tools and techniques for a given task.
- To make a product which uses both electrical and mechanical components.
- To work accurately to measure, make cuts and make holes.
- To describe how food ingredients come together.
- To know how to be both hygienic and safe when using food.
- To evaluate and suggest improvements for designs.
- To evaluate products for both their purpose and appearance.
- To explain how I have improved original design.
- To present a product in an interesting way.
- To adapt work when original ideas do not work.

Years 5 and 6

- To come up with a range of ideas after collecting information from different sources.
- To use market research to inform plans and ideas.
- To produce a detailed, step-by-step plan.
- To follow and refine plans.
- To suggest alternative plans; outlining the positive features and draw backs.
- To justify plans in a convincing way.
- To explain how a product will appeal to a specific audience.
- To show that I consider culture and society in plans and designs.
- To evaluate appearance and function against original criteria.
- To test and evaluate products.
- To use a range of tools and equipment competently.
- To make a prototype before make a final version.
- To be both hygienic and safe in the kitchen.
- To explain how products should be stored and give reasons.
- To work within a budget.
- To evaluate product against clear criteria.