



DT Objectives Y1 - Y6

DT Objectives - Year 1/2

Designing

Describe what their products are for and how they will work for their intended use

Use a simple design criteria to help develop their ideas

Generate ideas by drawing on their own experiences & knowledge of products

Develop and record their ideas- talking, drawing, writing

Making

Select from a range of tools and equipment and explain their choice

Measure , mark out, cut and shape materials

Assembly join and combine materials and components

Use a range of finishing techniques to suit the purpose

Evaluating

Talk about their design in relation to the design criteria

Suggest how their product could be improved

Describe what they like and dislike about a product

Technical Knowledge

Know about simple mechanisms - (levers, sliders, wheels and axels)

Make free standing products stronger and more stable

Cooking and Nutrition

Know that all foods come from a plant or an animal

Name and sort food into the five groups

Know how to prepare simple dishes without using a heat source- (sandwich, fruit kebab)

Know how to use techniques such as cutting, peeling and grating.

Textiles

To select organise and use materials such as threads, cottons, wool, raffia, paper strips and natural fibres working to a specific brief (tabs and sewing)

To collect, deconstruct, discuss and use fabrics and cloth to reassemble new work

To cut threads and fibres, stitch, sew together and surface decorate using adhesive and bead or buttons

To weave paper and natural materials in a given image and build (space explorer)

DT Objectives - Year 3/4

Designing

Describe the purpose of their products

Gather information about the needs and wants of particular individuals and groups

Develop their own design criteria and use these to inform their ideas

Generate realistic ideas focusing on the needs of the user

Make design decisions that take account of the availability of resources

Share and clarify their ideas through discussion

Making

Select tools and equipment suitable for the task and explain their choice in relation to the techniques they will be using

Select materials and components suitable for the task and explain choices

Order the main stages of making

Measure, mark out, cut and shape materials and components with some accuracy

Assemble, join and combine materials and components with some accuracy

Refer to their design criteria as they design and make

Apply a range of finishing techniques with some accuracy (art and design)

Evaluating

Use their design criteria to evaluate their completed product

Identify the strengths and areas for development in their ideas and products

Consider the views of others, including intended users, to improve their work

Technical Knowledge

Know how mechanical systems such as pneumatic systems create movement

Know how simple electrical circuits and components can be used to create products

Know how to make strong, stiff shell structures

Know how to reinforce and strengthen a 3D framework

Cooking and Nutrition

Know that food is grown, reared and caught in the UK, Europe and the wider world

Know how to prepare and cook a variety of dishes safely and hygienically including, where appropriate, the use of a heat source

Know how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking

Know that a healthy diet is made up from a variety and balance of different food and drink

Know that to be active and healthy, food and drink are need to provide energy for the body

Textiles

To discriminate between fabric materials to select and assemble a constructed form

To follow a design

To join different elements using stitching, using running and back stitch

To evaluate the finished product saying what worked well and what would possibly be changed next time

DT Objectives - Year 5/6

Designing

Describe the purpose of their products

Carry out research, using surveys, interviews, questionnaires and web-based resources

Identify the needs, wants, preferences and values of particular individuals and groups

Develop a simple design specification to guide their thinking

Generate innovative ideas, drawing on research

Make design decisions, taking account of constraints such as time, resources and cost

Share and clarify their ideas through discussion

Making

Select tools and equipment suitable for the task and explain their choice in relation to the techniques they will be using

Select materials and components suitable for the task and explain choices

Produce appropriate lists of tools, equipment and materials that they need

Formulate step by step plans as a guide to making

Accurately measure, mark out, cut and shape materials and components with some accuracy

Accurately assemble, join and combine materials and components with some accuracy

Refer to their design criteria as they design and make

Accurately apply a range of finishing techniques (art and design)

Use techniques that involve a number of steps

Demonstrate resourcefulness when tackling practical problems

Evaluating

Use their design criteria to evaluate their completed product

Critically evaluate the quality of the design, manufacture and fitness for purpose of their products as their design and make

Evaluate their ideas and products against their original design specification

Technical Knowledge

Know how to use learning from science and mathematics to help design and make products that work

Know how mechanical systems such as cams, pulleys or gears create movement.

Know how more complex electrical circuits and components can be used to create products

Know how to make strong, stiff shell structures

Know how to reinforce and strengthen a 3D framework

Cooking and Nutrition

Know that food is grown, reared and caught in the UK, Europe and the wider world

Know that seasons may affect the food available

Know how food is processed into ingredients that can be eaten or used in cooking

Know how to prepare and cook a variety of dishes safely and hygienically including, where appropriate, the use of a heat source

Know how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking

Know that recipes can be adapted to change the appearance, taste, texture and aroma

Know that different food and drink contain different substances - nutrients, water and fibre - that are needed for health

Textiles

To create and follow a design for a specific purpose

To discriminate between fabric materials to select and assemble a constructed form

To join different elements using stitching, using blanket stitch and back stitch

To evaluate the finished product saying what worked well and what would possibly be changed next time

To attach more detailed embellishments using the appropriate stitching choice