



DT KNOWLEDGE & SKILLS PROGRESSION - DESIGN

***"Design for the present with an awareness of the past for a future that is essentially unknown."
~ Sir Norman Foster***



EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Experiments with blocks, colours and marks. (20-36 months)	Pupils will be taught to design purposeful, functional, appealing products for themselves and other users based on design criteria Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology		Pupils will be taught to use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups Pupils will be taught to generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design			
	<p>I can use my own experience to help me gain ideas.</p> <p>I can suggest ideas and explain what they are going to do.</p> <p>I can model my ideas in card and paper.</p> <p>I can develop my ideas, apply findings from earlier research.</p>	<p>I can generate ideas by drawing on my own and other people's experiences.</p> <p>I can develop design ideas through discussion, observation, drawing and modelling.</p> <p>I can identify a purpose for what they intend to design and make Identify simple design criteria.</p> <p>I can make simple drawings and label parts.</p>	<p>I can generate ideas for an item, considering its purpose and the user/s.</p> <p>I can identify a purpose and establish criteria for a successful product.</p> <p>I can explore, develop and communicate design proposals by modelling ideas.</p> <p>I can make drawings with labels when designing.</p>	<p>I can generate ideas, considering the purposes for designing.</p> <p>I can make labelled drawings from different views showing specific features.</p> <p>I can develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail.</p> <p>I can evaluate products and identify criteria that can be used for my designs.</p>	<p>I can generate ideas through brainstorming and identify a purpose for a product.</p> <p>I can draw up a specification for a design.</p> <p>I can develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making if the first attempts fail.</p> <p>I can use results of investigations, information sources, including ICT when developing design ideas.</p>	<p>I can communicate ideas through detailed labelled drawings.</p> <p>I can develop a design specification.</p> <p>I can explore, develop and communicate aspects of my design proposal by modelling ideas in a variety of ways.</p> <p>I can plan the order of my work, choosing appropriate materials, tools and techniques.</p>