

End of year Expectations for Design Technology

Year 5

Design	Make	Evaluate	Technical Knowledge (Select as appropriate to the focus of the design and technology focuses in the year group)	Cooking and Nutrition
<ul style="list-style-type: none"> Record ideas using annotated diagrams. Use models, kits and drawings to help formulate design ideas. Sketch and model alternative ideas. Decide which design idea to develop. 	<ul style="list-style-type: none"> Develop one idea in depth. Select from and use a wide range of tools. Cut accurately and safely to a marked line. Select from and use a wide range of materials. 	<ul style="list-style-type: none"> Research and evaluate existing products. Consider user and purpose. Consider and explain how the finished product could be improved related to design criteria. Investigate key events and individuals in design and technology. 	<ul style="list-style-type: none"> Use the correct vocabulary appropriate to the project. Join materials using appropriate methods. Create 3D textile products using pattern pieces. Understand pattern layout with textiles. Cut strip wood, dowel, square section wood accurately to 1mm. Build frameworks to support mechanisms. Stiffen and reinforce complex structures. Use mechanical systems such as cams, pulleys and gears. Use electrical systems such as motors and switches. Program, monitor and control using ICT. 	<ul style="list-style-type: none"> Join and combine a widening range of ingredients. Select and prepare foods for a particular purpose. Know where and how ingredients are grown and processed.

Year 6

Design	Make	Evaluate	Technical Knowledge (Select as appropriate to the focus of the design and technology focuses in the year group)	Cooking and Nutrition
<ul style="list-style-type: none"> Plan the sequence of work. Devise step by step plans which can be read / followed by someone else. Use exploded diagrams and cross-sectional diagrams to communicate ideas. 	<ul style="list-style-type: none"> Make prototypes. Use researched information to inform decisions. Produce detailed lists of ingredients / components / materials and tools. Refine their product – review and rework / improve. 	<ul style="list-style-type: none"> Identify the strengths and weaknesses of their design ideas. Report using correct technical vocabulary. Discuss how well the finished product meets the design criteria having tested on/discussed outcomes with the user. Understand how key people have influenced design in a variety of contexts. Investigate key events and individuals in design and technology. 	<ul style="list-style-type: none"> Use the correct vocabulary appropriate to the project. Join materials using appropriate methods. Create 3D textile products using pattern pieces. Understand pattern layout with textiles. Cut strip wood, dowel, square section wood accurately to 1mm. Build frameworks to support mechanisms. Stiffen and reinforce complex structures. 	<ul style="list-style-type: none"> Understand and apply the principles of a healthy and varied diet. Choose ingredients to support healthy eating choices when designing their food products. Prepare and cook a variety of mostly savoury dishes using a range of cooking techniques.

			<ul style="list-style-type: none">• Use mechanical systems such as cams, pulleys and gears.• Use electrical systems such as motors and switches.• Program, monitor and control using ICT.	
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