

DUDLEY ACADEMIES TRUST - KATES HILL PRIMARY SCHOOL

Primary DT Progression of Skills



	EFYS	1	2	3	4	5	6
Skills	Begin to design products that have a clear purpose and an intended user.	Draw on their own experience to help generate ideas	Generate ideas by drawing on their own and other people's experiences	Generate ideas for an item, considering its purpose and the user/s	Generate ideas, considering the purposes for which they are designing	Generate ideas through brainstorming and identify a purpose for their product	Communicate their ideas through detailed labelled drawings
	Begin to explore objects and designs to identify likes and dislikes of the designs.	Suggest ideas and explain what they are going to do	Develop their design ideas through discussion, observation, drawing and modelling	Identify a purpose and establish criteria for a successful product.	Make labelled drawings from different views showing specific features	Draw up a specification for their design	Develop a design specification
	Begin to suggest improvements to existing designs.	Identify a target group for what they intend to design and make	Identify a purpose for what they intend to design and make	Plan the order of their work before starting	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	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	Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways
		Model their ideas in card and paper	Identify simple design criteria	Explore, develop and communicate design proposals by modelling ideas	Evaluate products and identify criteria that can be used for their own designs	Use results of investigations, information sources, including ICT when developing design ideas	Plan the order of their work, choosing appropriate materials, tools and techniques
		Develop their design ideas applying findings from their earlier research	Make simple drawings and label parts	Make drawings with labels when designing	Select appropriate tools and techniques for making their product	Select appropriate materials, tools and techniques	Select appropriate tools, materials, components and techniques
		Make their design using appropriate techniques	Begin to select tools and materials; use vocab' to name and describe them	Select tools and techniques for making their product	Measure, mark out, cut, score and assemble components with more accuracy	Measure and mark out accurately	Assemble components make working models
		With help measure, mark out, cut and shape a range of materials	Measure, cut and score with some accuracy	Measure, mark out, cut, score and assemble components with more accuracy	Work safely and accurately with a range of simple tools	Use skills in using different tools and equipment safely and accurately	Use tools safely and accurately
		Use tools eg scissors and a hole punch safely	Use hand tools safely and appropriately	Think about their ideas as they make progress and be willing change things if this helps them improve their work	Join and combine materials and components accurately in temporary and permanent ways	Weigh and measure accurately (time, dry ingredients, liquids)	Construct products using permanent joining techniques
		Assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape	Assemble, join and combine materials in order to make a product	Cut, shape and join fabric to make a simple garment. Use basic sewing techniques	Measure, tape or pin, cut and join fabric with some accuracy	Apply the rules for basic food hygiene and other safe practices e.g. hazards relating to the use of ovens	Make modifications as they go along
		Select and use appropriate fruit and vegetables, processes and tools	Follow safe procedures for food safety and hygiene	Choose and use appropriate finishing techniques	Use finishing techniques strengthen and improve the appearance of their product using a range of equipment including ICT	Cut and join with accuracy to ensure a good-quality finish to the product	Pin, sew and stitch materials together create a product
	Use basic food handling, hygienic practices and personal hygiene	Evaluate against their design criteria	Evaluate their products as they are developed, identifying strengths and possible changes they might make	Evaluate their product against original design criteria e.g. how well it meets its intended purpose	Evaluate a product against the original design specification	Achieve a quality product	
	Use simple finishing techniques to improve the appearance of their product	Evaluate against their design criteria	Evaluate their products as they are developed, identifying strengths and possible changes they might make	Disassemble and evaluate familiar products	Evaluate it personally and seek evaluation from others	Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests	
	Evaluate their product by discussing how well it works in relation to the purpose	Evaluate against their design criteria	Evaluate their products as they are developed, identifying strengths and possible changes they might make			Record their evaluations using drawings with labels	
	Evaluate their products as they are developed, identifying strengths and possible changes they might make	Evaluate against their design criteria	Evaluate their products as they are developed, identifying strengths and possible changes they might make			Evaluate against their original criteria and suggest ways that their product could be improved	
	Evaluate their product by asking questions about what they have made and how they have gone about it	Evaluate against their design criteria	Evaluate their products as they are developed, identifying strengths and possible changes they might make				

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