

## <u>D&T progression of skills</u>





We aspire for all at Parsonage Farm to feel valued and cared for, to have a continued excitement for learning, ensuring success as they journey onwards.



Year group	Subject	Designing	Making	Evaluating
<b></b>	area			
Nurse	ry	Develop own ideas and decide which materials to use.  Verbalise plans before they make.	Realises tools can be used for a purpose.  Use various construction materials.  Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces.  Joins construction pieces together to build and balance.  Joins different materials and explores different textures.	
Recepti	on	Constructs with a purpose in mind, using a variety of resources.  They represent their own ideas, thoughts and feelings through design and technology.	Uses simple tools and techniques competently and appropriately.  Selects tools and techniques needed to shape, assemble and join materials they are using.  They use and explore a variety of materials, tools and techniques.  They represent their own ideas, thoughts and feelings through design and technology.	Selects appropriate resources and adapts work where necessary.

Year 1	Draw on their own experience to help generate ideas.  Suggest ideas and explain what they are going to do.  Model their ideas on card and paper.  Develop their design ideas applying findings from their earlier research.	Make their design using appropriate techniques.  With help measure, mark out, cut and shape a range of materials.  Use tools e.g. scissors and a hole punch safely.  Assemble, join and combine materials and components together using a variety of temporary methods e.g. glue or masking tape.  Select and use appropriate fruit and vegetables, processes and tools.  Use simple finishing techniques to improve the appearance of their product.	Evaluate their product by dscussing how well it works in relation to the purpose.  Evaluate their products as they are developed, identifying strengths and possible changes they might make.
Year 2	Generate ideas by drawing on their own and other people's experiences.  Develop their design ideas through discussion, observation, drawing and modelling.  Identify a purpose for what they intend to design and make.  Identify simple design criteria.  Make simple drawings and label parts.	Begin to select tools and materials; use vocab to name and describe them.  Measure, cut and score with some accuracy.  Use hand tools safely and appropriately.  Assemble, join and combine materials in order to make a product.  Cut, shape and join fabric Use basic sewing techniques.  Follow safe procedures for food safety and hygiene.  Choose and use appropriate finishing techniques.  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.  Talk about their ideas, saying what they like and dislike about them.