

Design and Technology Expectations

Design and Technology Expectations - A Year 1 Designer Pupil's Name: _____

EXPECTATIONS	SEEN	SECURE
Design.		
I can use my own ideas to make something.		
I can design a product achieving some of the design criteria.		
Make		
Construction.		
I can explore different materials for construction.		
I can join materials using glue.		
I can use different materials to make a structure.		
Textiles		
I can choose suitable materials for a textured effect.		
I can join materials using glue		
Food		
I can cut and peel food safely.		
Mechanisms		
I can make a product which moves using wheels and axels.		
Evaluate		
I can describe how something works.		
I can discuss ways to solve a problem.		
I can evaluate and suggest improvements		
Technical Knowledge		
I can explore mechanisms using forces.		
I can discuss where my food comes from.		

Design and Technology Expectations

Design and Technology Expectations - A Year 2 Designer Pupil's Name: _____

EXPECTATIONS	SEEN	SECURE
Design.		
I can think of an idea based on existing products.		
I can design a product that is functional.		
I can design a product to match a design criteria.		
Make		
Construction.		
I can begin to mark, cut and measure material.		
I can use a saw to cut wood with support.		
Textiles		
I can use running stitch to join.		
Food.		
I can crack an egg.		
I can grate cheese.		
I can sift flour.		
I can combine ingredients and mix thoroughly.		
Construction.		
I can make a structure which is strong and stable.		
Evaluate		
I can take apart products to see how they are made.		
I can explain to other my making process.		
I can compare my design to my original plan.		
I can evaluate my work against the design criteria.		
Technical Knowledge		
I can explore how to make a structure stronger and more stable.		
I can describe where the food comes from.		

Design and Technology Expectations

Design and Technology Expectations - A Year 3 Designer Pupil's Name: _____

EXPECTATIONS	SEEN	SECURE
Design		
I can prove that my design meets some set criteria.		
I can draw and annotate sketches of my design.		
I can test materials of an existing product to help my own design.		
Make		
Construction		
I can measure and join materials to make a structure accurately.		
Food		
I can use hot water to cook.		
I can knead and shape dough.		
I can recognise and implement food hygiene standards.		
Mechanisms		
I can make a product that moves using a lever.		
Evaluate		
I can test my product meets the design criteria.		
I can justify my choices using what I already know about a product.		
Technical Knowledge		
I can use a mechanisms to exert force.		
I can describe where the ingredients have come from.		

Design and Technology Expectations

Design & Technology Expectations - A Year 4 Designer

Pupil's Name: _____

EXPECTATIONS	SEEN	SECURE
Design.		
I can draw up a simple design specification meeting requirement of my product.		
I can model a prototype of my product.		
I can explain the functionality of my design.		
I can discuss the best ingredients to choose based on seasonality.		
Make		
Construction.		
I can use a hammer with nails.		
I can reinforce my structure based on my prototype.		
Textiles		
I can manipulate textiles to create a pattern		
Food		
I can use a hob to heat food.		
I can use a peeler.		
Mechanisms		
I can make a product that moves using a winding pulley.		
Evaluate		
I can evaluate my work and improve as I go.		
I can compare current modern products to the original historical product.		
I can discuss changes for future designs.		
Technical Knowledge		
I can describe how the mechanism can lift weight.		
I can discuss the changes in the ingredients during the cooking process.		

Design and Technology Expectations

Design and Technology Expectations - A Year 5 Designer Pupil's Name: _____

EXPECTATIONS	SEEN	SECURE
Design.		
I can research to make my product historically accurate.		
I can develop my design using a cross-section.		
I can create my own design specification for my product.		
I can use measurement to make my design more accurate.		
Make		
Construction.		
I can sand a product to ensure an accurate finish.		
I can use a drill to make a hole in wood.		
I can create and strengthen an insert for my product to move inside.		
Textiles		
I can embroider details to create a scene.		
I can use a variety of materials to patch together.		
Food.		
I can create pastry.		
I can cook meat thoroughly.		
Mechanisms		
I can create a product that moves using linkages and cams.		
Electronics		
I can create an electrical circuit with more than one component.		
I can create a product that moves using an electric motor.		
Evaluate		
I can evaluate my product against my own design criteria.		
I can edit my design as problems occur.		
I can rate products based on authenticity.		
Technical Knowledge		
I can discuss the importance of the correct food storage.		
I can describe the effect of a motor on my product.		
I can describe how the two mechanisms link.		

Design and Technology Expectations

Design and Technology Expectations - A Year 6 Designer Pupil's Name: _____

EXPECTATIONS	SEEN	SECURE
Design		
I can use an exploded diagram to show the different components on my product.		
I can design movement using a computer program.		
I can justify my plans by convincing the consumers.		
Make		
Textiles		
I can embellish a product using layers of fabric.		
I can use cross stitch to add detail.		
Food		
I can cook chicken thoroughly and safely.		
I can use a hob to melt chocolate.		
I can use a pestle and mortar to crush spices.		
I can add flavour by adding seasoning to my dish.		
Mechanisms		
I can make a product move using gears.		
Electronics		
I can make a product move using computer programming.		
I can create a parallel electrical circuit using many components.		
Evaluate		
I can prove my product meets my design specification.		
I can edit my product to overcome any issues during the making process.		
I can improve my own work based on feedback of others.		
I can evaluate and compare the time and cost effectiveness of each product.		
Technical Knowledge		
I can explore movement using a computer program.		
I can explain how the circuits are causing the different components to move.		
I can explain why chicken needs to be cooked and stored properly.		