

## Progression of Skills Design and Technology – Lower KS2

Materials and Components – Knowledge and Understanding	Developing, Planning and Communicating Ideas	<ul style="list-style-type: none"> <li>• Investigate similar products to the one to be made to give starting points for a design</li> <li>• Draw/sketch products to help analyse and understand how products are made</li> <li>• Think ahead about the order of their work and decide upon tools and materials</li> <li>• Plan a sequence of actions to make a product</li> <li>• Record the plan by drawing (labelled sketches) or writing</li> <li>• Develop more than one design or adaptation of an initial design</li> <li>• Propose realistic suggestions as to how they can achieve their design ideas</li> <li>• Add notes to drawings to help explanations</li> </ul>	
	Food	<ul style="list-style-type: none"> <li>• Develop sensory vocabulary/knowledge using, smell, taste, texture and feel</li> <li>• Analyse the taste, texture, smell and appearance of a range of foods</li> <li>• Follow instructions</li> <li>• Make healthy eating choices from and understanding of a balanced diet</li> <li>• Join and combine a range of ingredients e.g. snack foods</li> <li>• Work safely and hygienically</li> <li>• Measure and weigh ingredients appropriately</li> </ul>	
	Textiles	<ul style="list-style-type: none"> <li>• Understand seam allowance</li> <li>• Join fabrics using running stitch, over sewing, back stitch</li> <li>• Explore fastenings and recreate some e.g. sew on buttons and make loops</li> <li>• Prototype a product using J cloths</li> <li>• Use appropriate decoration techniques e.g. appliqué(glued or simple stitches)</li> <li>• Create a simple pattern</li> <li>• Understand the need for patterns</li> </ul>	
	Construction	<ul style="list-style-type: none"> <li>• Incorporate a circuit with a bulb or buzzer into a model</li> <li>• Create shell or frame structures, strengthen frames with diagonal struts</li> <li>• Make structures more stable by giving them a wide base</li> <li>• Prototype frame and shell structures</li> <li>• Measure and mark square selection, strip and dowel accordingly to 1cm</li> <li>• Use glue gun with close supervision (one to one)</li> </ul>	
	Sheet materials	<ul style="list-style-type: none"> <li>• Cut slots</li> <li>• Cut internal shapes</li> <li>• Use lolly sticks/card to make levers and linkages</li> <li>• Use linkages to make movement larger or more varied.</li> <li>• Use and explore complex pop ups</li> <li>• Create nets</li> </ul>	
	Evaluating	<ul style="list-style-type: none"> <li>• Identify the strengths and weaknesses of their design ideas</li> <li>• Decide which design idea to develop</li> <li>• Consider and explain how the finished product could be improved</li> <li>• Discuss how well the finished product meets the design criteria and how well it meets the needs the needs of the user.</li> </ul>	