



# Design Technology

## Skills Ladder

	YEAR ONE	YEAR TWO
INVESTIGATION	<p><b>Dt1</b> Explore the sensory qualities of materials</p> <p><b>Dt2</b> Explore ways to construct models</p>	<p><b>Dt9</b> Explore a range of existing products</p> <p><b>Dt10</b> Discover where foods come from in choosing, preparing and tasting different dishes</p>
OBSERVATION	<p><b>Dt3</b> Identify a target group for what they intend to design and make</p> <p><b>Dt4</b> Recognise how structures can be made stronger, stiffer and more stable</p>	<p><b>Dt11</b> Identify a purpose for what they intend to design and make</p> <p><b>Dt12</b> Identify simple design criteria then plan what to do next, using a variety of methods</p> <p><b>Dt13</b> Observe and take account of properties of materials when deciding how to cut, shape, combine and join them</p> <p><b>Dt14</b> Identify what they could have done differently or how they could improve their work in the future</p>
APPLICATION	<p><b>Dt5</b> Generate and talk about their own ideas</p> <p><b>Dt6</b> Follow safe procedures</p> <p><b>Dt7</b> Take account of simple properties of materials when deciding how to cut, shape, combine and join them</p> <p><b>Dt8</b> Use tools and materials with help</p>	<p><b>Dt15</b> Evaluate a range of existing products</p> <p><b>Dt16</b> Communicate their ideas using a variety of methods e.g. drawing, making mock-ups, ICT</p> <p><b>Dt17</b> Measure, mark, cut out and shape a range of materials</p> <p><b>Dt18</b> Use mechanisms in their products e.g. wheels, sliders</p> <p><b>Dt19</b> Use simple finishing techniques</p> <p><b>Dt20</b> Talk about their ideas, saying what they like and dislike, and evaluate against their design criteria</p>



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	YEAR THREE	YEAR FOUR
INVESTIGATION	<p><b>Dt21</b> Generate, develop and explain ideas for products to meet a range of needs</p> <p><b>Dt22</b> Explore ways of meeting design challenges with a food focus using a range of cooking techniques</p>	<p><b>Dt28</b> Use research to inform their design</p> <p><b>Dt29</b> Explore ways of meeting design challenges with a textile focus</p>
OBSERVATION	<p><b>Dt23</b> Identify a purpose and establish criteria for a successful product</p> <p><b>Dt24</b> Evaluate work, adapting and improving where appropriate</p>	<p><b>Dt30</b> Evaluate work, adapting and improving through the views of others to improve their work</p>
APPLICATION	<p><b>Dt25</b> Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes</p> <p><b>Dt26</b> Selecting appropriate tools and techniques, name and describe them</p> <p><b>Dt27</b> Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with some accuracy</p>	<p><b>Dt31</b> Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes</p> <p><b>Dt32</b> Select from and use a range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <p><b>Dt33</b> Join and combine materials and components accurately in temporary and permanent ways</p> <p><b>Dt34</b> Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with increasing accuracy</p>



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	YEAR FIVE	YEAR SIX
INVESTIGATION	<p><b>Dt35</b> Investigate ways of meeting design challenges with a construction focus</p> <p><b>Dt36</b> Investigate how the work of individuals in design and technology has helped to shape the world</p>	<p><b>Dt44</b> Explore alternative ways of making their product, if first attempts fail</p>
OBSERVATION	<p><b>Dt37</b> Identify users' views and take these into account</p> <p><b>Dt38</b> Analyse a range of existing products</p> <p><b>Dt39</b> Estimate and measure using appropriate instruments and units</p>	<p><b>Dt45</b> Check work as it develops and modify as necessary</p> <p><b>Dt46</b> Evaluate their products, identifying strengths and areas for development, and make appropriate changes</p>
APPLICATION	<p><b>Dt40</b> Plan what they have to do, including how to use materials, equipment and processes</p> <p><b>Dt41</b> Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p><b>Dt42</b> Apply knowledge of mechanical and electrical control when designing and making functional products</p> <p><b>Dt43</b> Refine sequences of instructions to control events or make things happen</p>	<p><b>Dt47</b> Draw on and use various sources of information, including ICT sources</p> <p><b>Dt48</b> Generate and clarify ideas for products, considering intended purpose</p> <p><b>Dt49</b> Plan what they have to do, suggesting a sequence of actions and alternatives if needed</p> <p><b>Dt50</b> Choose how to communicate design ideas as they develop, considering use and purpose</p> <p><b>Dt51</b> Select from a wide range of tools and equipment to perform practical tasks accurately</p>