EYFS	Year 1	Year 2
• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function • Share their creations, explaining the process they have used. • Make use of props and materials when role playing characters in narratives and stories. • Return to and build on their previous learning, refining ideas and developing their ability to represent them. • Create, collaboratively, sharing ideas, resources and skills.	• Cut materials safely using tools provided. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen) • Use materials to practise materials to make and strengthen products • Design products that have a clear purpose and an intended user • Make products, refining the design as work progresses • Explore objects and designs to identify likes and dislikes of the designs. • Explore how products have been created	• Cut, peel or spread ingredients safely and hygienically. • Assemble or cook ingredients • Cut materials safely using tools provided. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen) • Join textiles using running stitch. • Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). • Use materials to practise gluing materials to make and strengthen products • Create products using levers, wheels and winding mechanisms • Design products that have a clear purpose and an intended user • Make products, refining the design as work progresses • Explore objects and designs to identify likes and dislikes of the designs. • Explore how products have been created

Year 3

- Prepare ingredients hygienically using appropriate utensils.
- Measure ingredients to the nearest gram accurately.
- Follow a recipe.
- Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking)
- Cut materials accurately and safely by selecting appropriate tools.
- Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).
- Select appropriate joining techniques..
- Choose suitable techniques to construct products or to repair items.
- Strengthen materials using suitable techniques.
- Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).
- Design with purpose by identifying opportunities to design.
- Make products by working efficiently (such as by carefully selecting materials).
- Refine work and techniques as work progresses, continually evaluating the product design.
- Use software to design and represent product designs.
- Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.
- Improve upon existing designs, giving reasons for choices.
- Disassemble products to understand how they work

Do everything in love

1 Corinthians 16:14

Learning to Love, Loving to Learn

St Mary's CE Primary School

D & T

End Points

Year 4

- Cut materials accurately and safely by selecting appropriate tools.
- Measure and mark out to the nearest millimetre.
- Understand the need for a seam allowance.
- Join textiles with appropriate stitching.
- Select the most appropriate techniques to decorate textiles.
- Create series and parallel circuits
- Control and monitor models using software designed for this purpose.
- Choose suitable techniques to construct products or to repair items.
- Strengthen materials using suitable techniques.
- Design with purpose by identifying opportunities to design.
- Make products by working efficiently (such as by carefully selecting materials).
- Refine work and techniques as work progresses, continually evaluating the product design.
- Use software to design and represent product designs.
- Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.
- Improve upon existing designs, giving reasons for choices.
- Disassemble products to understand how they work

Year 5	Year 6
• Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms). • Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. • Demonstrate a range of baking and cooking techniques. • Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape). • Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper). • Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding) • Convert rotary motion to linear using cams. • Make products through stages of prototypes, making continual refinements. • Ensure products have a high quality finish, using art skills where appropriate. • Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. • Evaluate the design of products so as to suggest improvements to the user experience.	• Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape). • Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper). • Create objects (such as a cushion) that employ a seam allowance. • Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration). • Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion). • Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips). • Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding) • Use innovative combinations of electronics (or computing) and mechanics in product design • Design with the user in mind, motivated by the service a product will offer (rather than simply for profit). • Make products through stages of prototypes, making continual refinements. • Ensure products have a high quality finish, using art skills where appropriate. • Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. • Evaluate the design of products so as to suggest improvements to the user experience.