



Reeth Community Primary School and Gunnerside Methodist (VC) Primary School Federation

Design and Technology

	Design	Make	Evaluate	Construction	Textiles	Food, Cooking and Nutrition
Emergent	<ul style="list-style-type: none"> Create, develop and communicate ideas through talk, simple drawings and mock-ups 	<ul style="list-style-type: none"> Select from and use a range of tools and equipment to cut and join materials 	<ul style="list-style-type: none"> Explore the positive and negative qualities of a range of things e.g. finished models, existing products and experiences 	<ul style="list-style-type: none"> Build structures from a range of materials, exploring how they can be made stronger and more stable 	<ul style="list-style-type: none"> Explore cutting and joining fabrics using scissors and glue 	<ul style="list-style-type: none"> Understand that food comes from a range of origins e.g. trees, the ground, animals Understand the need for hygiene when handling food
Early	<ul style="list-style-type: none"> Use drawings and labels to convey what will be made Identify a target group and design an appropriate product 	<ul style="list-style-type: none"> Perform a range of practical tasks including measuring, marking out, cutting and joining 	<ul style="list-style-type: none"> Discuss the qualities of the finished product and explore ways that it could be improved Discuss any changes made during the making process and why 	<ul style="list-style-type: none"> Explore and use a range of mechanisms e.g. levers, sliders, wheels and axles 	<ul style="list-style-type: none"> Cut out shapes from fabric that have been created by drawing round a template Join fabric in a range of ways e.g. glue, staples and running stitch 	<ul style="list-style-type: none"> Group familiar food groups e.g. vegetables Work hygienically and safely to chop, peel, cut and grate a range of ingredients Understand the need for a variety of food in a diet
Middle	<ul style="list-style-type: none"> Investigate existing products to inform design ideas Generate a success criteria Begin to create labelled drawings from a range of views showing specific features 	<ul style="list-style-type: none"> Measure, mark out, cut and join materials with growing accuracy 	<ul style="list-style-type: none"> Identify strengths and weakness of the finished product Discuss how well the product meets the success criteria 	<ul style="list-style-type: none"> Apply understanding of how to strengthen, stiffen and reinforce more complex structures Develop the use of mechanisms to create a more complex product Explore and incorporate simple electrical circuits into designs and products 	<ul style="list-style-type: none"> Create a simple pattern that shows awareness and understanding of seam allowance Join fabrics using a range of stitches including running, back and over stitching with increasing neatness and control Explore the properties of different fabrics and suitable uses for them e.g. denim, cotton, wool, satin 	<ul style="list-style-type: none"> Understand the basic food groups Work hygienically and safely to prepare, combine and cook a range of ingredients to create healthy snacks Make healthy eating choices based on a balanced diet
Later	<ul style="list-style-type: none"> Develop a considered design specification which could be followed by someone else Create sketches of alternative ideas, selecting one to develop in depth 	<ul style="list-style-type: none"> Measure, mark out, cut, shape and join materials with accuracy and quality of finish, using a range of equipment Select from and use a wide range of materials and components according to their functional properties and aesthetic qualities 	<ul style="list-style-type: none"> Investigate and analyse a range of existing products Evaluate the finished product against the design specification and consider the ideas of others to improve their work Reflect on how well the product fits the need of the user 	<ul style="list-style-type: none"> Understand and utilise mechanical systems e.g. gears, pulleys, linkages and cams Understand and incorporate a range of electrical components into a product e.g. series circuits with switches, bulbs, buzzers and motors Apply understanding of computing to program, monitor and control their products 	<ul style="list-style-type: none"> Create simple 3D products using pattern pieces and seam allowances Choose appropriate fabrics best suited to the product, taking their properties and qualities into account 	<ul style="list-style-type: none"> Apply understanding of a balanced diet to plan/create a healthy meal Understand seasonality and know where a variety of ingredients are grown, reared, caught and processed Work hygienically and safely to join and combine ingredients, e.g. rubbing in, and select and prepare food for a specific purpose e.g. gluten free
Extended	<ul style="list-style-type: none"> Add further detail to a design, which could include: technical detail of materials and processes, cutting lists Designs show evidence of modification through investigation and on-going evaluation 	<ul style="list-style-type: none"> Completed products are made to a high standard with high attention to quality of finish Materials are used sensitively and economically to create a product which meets a strict criteria 	<ul style="list-style-type: none"> Evaluate a range of aspects throughout the design and making process, making changes as required to improve the finished product 	<ul style="list-style-type: none"> Apply knowledge of construction and electrical components to show how more advanced systems create functional products 	<ul style="list-style-type: none"> Create an increasingly robust textile product which offers day to day usability 	<ul style="list-style-type: none"> Suggest appropriate and interesting alternatives to suit dietary requirements Understand and apply the principles of nutrition and it's impact on the body