

Parrett and Axe CEVA Primary School

D&T Skills Progression Tracker:

Essential Skills	Early Learning Goal	Year 1 and 2	Year 3 and 4	Year 5 and 6
<b>Practical Skills</b>	<ul style="list-style-type: none"> <li>Manipulate materials to achieve a planned effect.</li> <li>Select tools and techniques needed to shape, assemble and join materials.</li> </ul>	<ul style="list-style-type: none"> <li>Cut, peel or grate ingredients safely and hygienically.</li> <li>Assemble or cook ingredients.</li> <li>Demonstrate a range of cutting and shaping techniques.</li> <li>Demonstrate a range of joining techniques.</li> <li>Choose suitable techniques to construct products.</li> <li>Cut materials safely using tools provided.</li> </ul>	<ul style="list-style-type: none"> <li>Prepare ingredients hygienically using appropriate utensils.</li> <li>Follow a recipe.</li> <li>Assemble or cook ingredients.</li> <li>Cut materials with precision and refine the finish with appropriate tools.</li> <li>Select appropriate joining techniques.</li> </ul>	<ul style="list-style-type: none"> <li>Demonstrate a range of baking and cooking techniques.</li> <li>Select from and use a wider range of materials and components including constructional materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</li> <li>Show an understanding of the qualities of materials to choose appropriate tools to cut and shape.</li> <li>Join textiles with a combination of stitching techniques.</li> <li>Develop a range of practical skills to create products.</li> </ul>
<b>Designing, Making, evaluating and Improving</b>	<ul style="list-style-type: none"> <li>Construct with purpose in mind, using a variety of resources.</li> <li>Select appropriate resources and adapt work where necessary.</li> <li>Create simple representations of events, people and objects.</li> </ul>	<ul style="list-style-type: none"> <li>Design products that have a clear purpose and an intended user.</li> <li>Make products, refining the design as work progresses.</li> <li>Explore objects and designs to identify likes and dislikes of the designs.</li> </ul>	<ul style="list-style-type: none"> <li>Design with purpose by identifying opportunities to design.</li> <li>Make products, refining the design as work progresses.</li> <li>Refine work and techniques as work progresses, continually evaluating the product design.</li> </ul>	<ul style="list-style-type: none"> <li>Design products with a clear user in mind, motivated by the service a product will offer.</li> <li>Ensure products have a high-quality finish, using art skills where appropriate.</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</li> <li>Use research and develop design criteria to inform designs for products that are fit for purpose.</li> </ul>

## Design throughout History

- Explore objects and designs to identify likes and dislikes of the designs.
- Suggest improvements to existing designs.
- Explore how products have been created.

- Identify some of the great designers in all of the areas of study.
- Improve upon existing designs, giving reasons for choices.

- Combine elements of design from a range of inspirational designers throughout history, giving reasons for their choices.
- Investigate and analyse a range of existing products.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.