Savile Park Primary School



Coverage in Design Technology

	Phase 1 Reception	Phase 2 Year 1 and 2	Phase 3 Years 3 and 4	Phase 4 Years 5 and 6
IEP Investigate existing products	 Look at existing products either physically or pictures of them. Discuss what they like and dislike about them. 	 Know what a product is. Say what a product is for. Describe a product (who is it for, what is made from, how is it made, how it works). Ask simple questions about a product. 	 Start to research and evaluate existing products. Understand that products are designed for a purpose (e.g. a problem, an audience, an event). Discuss how existing products might be improved and how well they meet the needs of the user. Begin to use research to inform planning. 	 Research and evaluate existing products giving reasons for the decisions of the designers. Analyse and discuss the different materials that have been used. Discuss tools that have been used and think about why. Explain the effectiveness of the existing products. Use the ideas from current designers to help with plans.
Knowledge of designers		 Know what a designer does. Know the names and the products of some British designers. Say what they like and dislike about the product and the designer. 	 Know some famous designers from history. Discuss what the designer has made, by analysing the tools they have used and the techniques. 	 Know how key events and individuals have influenced the world (in terms of products). Compare and contrast the work of designers (eg. historical and modern). Give reasons for decisions made by designers.
	Use simple drawings to show what they want to do.	Begin to think of ideas with more independence after	Select appropriate tools and materials.	Use knowledge of designers to influence own design.



	Discuss what they want to	discussion and the IEP	Justify choices made in the	Produce step by step
Design	do.	phase. • Know what a design is and its purpose. • Use pictures and words to describe what they want to do. • Think about what equipment they will need in the make phase.	planning stage. Use pictures and words to describe what they will do (materials, features, techniques and tools) Start to produce step by step plans YR 3 – Create designs using annotated sketches and cross-sectional diagrams. YR 4 – Create designs using exploded diagrams.	 Plans. When appropriate create models or prototypes to show aspects of design. Come up with solutions to problems that may occur during this phase. YR 5 – Use annotated sketches for designs that include technical vocabulary. YR 6 –use exploded diagrams and computer aided design.
Make	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	 Know what materials could be used for structures. Know what a join is and how it can be used. Measure and mark out materials with care and increasing accuracy. Cut materials safely. Take care to make work look neat. Find out how to make materials for structures stronger (folding, rolling and 	 Use appropriate materials and a join. Measure and mark out materials accurately (cm) Use scoring and folding to shape materials Make cuts accurately (scissors and saws) Make holes accurately (drill,punch) Join materials using both temporary and permanent fastenings. 	 Select from a variety of materials best suited for the design Measure accurately using mm, using scoring and folding to shape materials accurately. Make cuts accurately and reject pieces that don't work and are not accurate while thinking about improving technique. Joins are strong and stable with some being flexible to



		joining, columns and triangles).	Methods of working are increasingly precise aiming for a high quality finish.	 allow for dismantling or folding. Methods of working are precise and products have a high quality finish. Use computer programming when creating a product.
Evaluate	 Discuss what they like and dislike about their product. Discuss what they might change if they made it again. Share their creations, explaining the process they have used. 	 Discuss their own work thinking about design, features and their opinion. Discuss how their product works. Give reasons for some choices they made. 	 Discuss their own and others work. Explain why they used certain materials, techniques and tools. Describe how they would improve their product. Identify what is working well and what could be improved (this could be ongoing in their make stage). 	 Reflect on designs and develop them bearing in mind the way they will be used. Explain decisions that have been made about their product focussing on techniques, designs and tools. Suggest alternative methods of making if the first attempts fail.
Cooking	 Use a mixing bowl. Be aware of hygiene for cooking. 	 Prepare a healthy snack With help use knives safely Know that heat changes food Know what food groups are. Be aware of the different types of cooking. 	 Prepare a healthy lunch. Select ingredients with reasons. Work in a safe hygienic way. Boil and bake to cook. Use knowledge of food groups to help plan the lunch. 	 Prepare a healthy dinner Explain why ingredients have been chosen. Know why we need different food types. Understand seasonality. Consider different intolerances and allergies when planning the dish.



	 Consider different intolerances and allergies when planning the dish. Know where food comes from. Use knives safely. Grate, peel and prepare foods. 	 Know where different crops can be found around the world. Know cultures have different diets. Consider the concept of carbon footprints.
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