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|  | Year R | Year 1 | Year 2 |
| Expectations | Expressive arts and design: * Explore and using media and materials.
* safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
* use what they have learnt about media and materials in original ways, thinking about uses and purposes.
* represent their own ideas, thoughts and feelings through design and technology

 *Key language: materials, tools, techniques, Assemble, join, texture, decorating*   | Design* Design purposeful, functional, appealing products for themselves and other users based on design criteria

Make* Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

Evaluate * Explore and evaluate a range of existing products

Technical knowledge* Build structures, exploring how they can be made stronger, stiffer and more stable

*Key Language: products, design, cutting, shaping, joining, finishing, levers, slides, hygienic,*  | Design* Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make * Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate* Evaluate their ideas and products against design criteria

Technical knowledge* Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

*Key Language: develop, templates, materials, textiles, mechanisms, diagrams,* |
| Design | * Constructs with a purpose in mind, using a variety of resources.
 | * Think of some ideas of their own
* Use pictures and words to plan
* Explain in words what they want to do.
* Design a product and follow a design criteria.
 | * Think of ideas and plan what to do next.
* Plan for a set brief
* Draw simple diagrams to express ideas
* Use technology to design
* Design a product for others following design criteria
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| Make | * Uses simple tools and techniques competently and appropriately.
* Selects appropriate resources and adapts work where necessary.
* Selects tools and techniques needed to shape, assemble and join materials they are using.
* Use and explore a variety of materials, tools and techniques.
 | * Explain what they are making and why
* Select tools and equipment to cut, shape, join and finish
* Describe which tools I am using and why
* Choose materials and explain why they
* Cut and join fabric using glue, pins or staples and attach additional features
 | * Explain what they are making and why their audience will like it
* Join things (materials/ components) together in different ways
* Explain why the materials they are using are a good choice using their characteristics
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| Evaluate | * Represent their own ideas, thoughts and feelings through design and technology.
 | * Describe how existing products work
* Talk about own work linked to what was asked to do and what went well
* Reflect on work and talk about likes, dislikes and improvements
* Talk about own work and things that other people have done
 | * Describe what went well with their work
* Evaluate what they would do differently if they did it again and why
* Judge their work against the design criteria
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| Technical Knowledge | Construction:* Say how to make products stronger

Cooking and nutrition: * Cut food safely
* Describe the texture of foods
* Wash their hands and make sure that surfaces are clean
* Think of interesting ways of decorating food they have made, eg, cakes
* Say what healthy foods are
* Say where some food comes from
 | Use of materials:* Measure materials to use in a model or structure
* Join material in different ways
* Use joining, folding or rolling to make it stronger
* Use levers or slides in their work

Cooking and nutrition:* Describe the properties of the ingredients that are being used and why it is important to be varied in their diet
* Explain what it means to be hygienic
* Keep a hygienic kitchen
* Say where food comes from i.e. animals, underground, over ground etc
 | Mechanisms:* Join materials together as part of a moving product
* Add a specific design to their product
* Use axels and wheels in their work

Textiles:* Measure textiles
* Join textiles together to make something
* Cut textiles as part of a design
* Explain why they chosen a certain textile
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