



Design Technology Curriculum Milestones

Year 1	ALL DT	Developing Planning Communicating: can use pictures and words to describe what they want to do and will put their ideas into practice with help.
Year 1	ALL DT	Working with tools and materials: Can explain what they are making and describe the materials and tools that they are using
Year 1	ALL DT	Evaluating Processes and Products: Can describe what they have made.
Year 1	Cooking and Nutrition	Use the basic principles of a healthy and varied diet to prepare dishes
Year 1	Cooking and Nutrition	Understand where food comes from
Year 1	Design	Design purposeful, functional, appealing products for themselves and other users based on design criteria
Year 1	Design	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
Year 1	Evaluate	Explore and evaluate a range of existing products
Year 1	Evaluate	Evaluate their ideas and products against design criteria
Year 1	Make	Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
Year 1	Make	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
Year 2	ALL DT	Developing Planning Communicating: can use models, words and pictures to describe ideas and will put their ideas into practice with some help.
Year 2	ALL DT	Working with tools and materials: Can explain how they are using tools and materials to create and end product
Year 2	ALL DT	Evaluating Processes and Products: Can talk about what they like and what they would change in an object they have made
Year 2	Cooking and Nutrition	Use the basic principles of a healthy and varied diet to prepare dishes
Year 2	Cooking and Nutrition	Understand where food comes from
Year 2	Design	Design purposeful, functional, appealing products for themselves and other users based on design criteria
Year 2	Design	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology



Year 2	Evaluate	Explore and evaluate a range of existing products
Year 2	Evaluate	Evaluate their ideas and products against design criteria
Year 2	Make	Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
Year 2	Make	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
Year 2	Technical Knowledge	Build structures, exploring how they can be made stronger, stiffer and more stable
Year 2	Technical Knowledge	Explore and use mechanisms [for example, levers, sliders, wheels and axles] in their products
Year 3	ALL DT	Developing Planning and Communicating Ideas: give detailed plans for their ideas, select appropriate tools, materials and an order of work
Year 3	ALL DT	Working with tools and materials: Use tools with some accuracy and join materials in a variety of ways
Year 3	ALL DT	Evaluating Processes and Products: Can recognise the successful elements of their work and make suggestions for improvements
Year 3	Cooking and Nutrition	Understand and apply the principles of a healthy and varied diet
Year 3	Cooking and Nutrition	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
Year 3	Cooking and Nutrition	Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed
Year 3	Design	Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
Year 3	Design	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
Year 3	Evaluate	Investigate and analyse a range of existing products
Year 3	Evaluate	Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
Year 3	Evaluate	Understand how key events and individuals in design and technology have helped shape the world
Year 3	Make	Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
Year 3	Make	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
Year 3	Technical Knowledge	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
Year 3	Technical Knowledge	Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]



Year 3	Technical Knowledge	Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
Year 3	Technical Knowledge	Apply their understanding of computing to program, monitor and control their products
Year 4	ALL DT	Developing Planning and Communicating Ideas: give detailed plans for their ideas, select appropriate tools, materials and an order of work. Show these clearly using words and pictures.
Year 4	ALL DT	Working with tools and materials: Use tools accurately and select the best tool for a job. Join materials taking note of requirements like surface area and likely weak points
Year 4	ALL DT	Evaluating Processes and Products: Can write an evaluation of their work using simple sentences to point out strengths and weaknesses
Year 4	Cooking and Nutrition	Understand and apply the principles of a healthy and varied diet
Year 4	Cooking and Nutrition	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
Year 4	Cooking and Nutrition	Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed
Year 4	Design	Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
Year 4	Design	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
Year 4	Evaluate	Investigate and analyse a range of existing products
Year 4	Evaluate	Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
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Year 4	Make	Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
Year 4	Make	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
Year 4	Technical Knowledge	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
Year 4	Technical Knowledge	Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
Year 4	Technical Knowledge	Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
Year 4	Technical Knowledge	Apply their understanding of computing to program, monitor and control their products
Year 5	ALL DT	Developing Planning and Communicating Ideas: Select criteria by which to judge their work. Give detailed plans for their ideas, select appropriate tools, materials and an order of work. Show and amend these plans clearly and carefully



Year 5	ALL DT	Working with tools and materials: Can select tools and methods of joining materials based on their own experience.
Year 5	ALL DT	Evaluating Processes and Products: Can write a clear evaluation of the product considering specific criteria and possible improvements
Year 5	Cooking and Nutrition	Understand and apply the principles of a healthy and varied diet
Year 5	Cooking and Nutrition	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
Year 5	Cooking and Nutrition	Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed
Year 5	Design	Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
Year 5	Design	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
Year 5	Evaluate	Investigate and analyse a range of existing products
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Year 5	Make	Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
Year 5	Make	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
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Year 5	Technical Knowledge	Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
Year 5	Technical Knowledge	Apply their understanding of computing to program, monitor and control their products
Year 6	ALL DT	Developing Planning and Communicating Ideas: Carry out research to identify problems and possible solutions. Select criteria by which to judge their work. Give detailed plans for their ideas, select appropriate tools, materials and an order of work. Show and amend these plans clearly and carefully
Year 6	ALL DT	Working with tools and materials: Are able to use a variety of tools, materials and processes. Can check their work as they go for possible flaws.
Year 6	ALL DT	Evaluating Processes and Products: Can test and evaluate a product based on pre-agreed criteria and communicate this information clearly to others.



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Year 6	Design	Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
Year 6	Design	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
Year 6	Evaluate	Investigate and analyse a range of existing products
Year 6	Evaluate	Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
Year 6	Evaluate	Understand how key events and individuals in design and technology have helped shape the world
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