

Design and Technology End of Year Statements for ARE Pupils

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design	Create a design to meet simple criteria.	Generate and communicate ideas through a range of different methods.	Develop design criteria to inform a design.	Use annotated sketches and exploded diagrams to test and communicate ideas.	Use pattern pieces and computer aided design packages to design a product. Explain how the design of a product has been influenced by the society in which it was made.	Develop design criteria for a functional and appealing product that is fit for purpose, communicating ideas clearly in a variety of ways.
Make	Select and use a range of materials. Begin to explain their choice of material.	Select the appropriate tool for the task and explain their choices. Choose appropriate components and materials.	Use tools safely for cutting and joining materials and components. Plan which materials will be used for a task and explain why.	Choose from a range of materials, showing an understanding of their different characteristics.	Name and select increasingly appropriate tools for a task and use them safely. Select and combine materials with precision.	Select the best material and frameworks for different structures, explaining what makes them strong; and show an understanding of the working characteristics of these materials.
Evaluate	Explain their choices of materials and say whether a different material would have been better.	Explain how closely their finished product meets their design criteria and what they would do better in future.	Suggest improvements to their products and describe how to implement them.	Investigate and identify the design features of a familiar product. Identify what has worked well and what aspects of their product could be improved. Explain how and why a significant designer or inventor shaped the world.	Test and evaluate products against a detailed design specification and make adaptations.	Consider the views of others to help evaluate and improve their ideas and products.
Technical Knowledge	Know that different materials can be used for different purposes.	Explore how a structure can be made stronger, stiffer and more stable. Use a range of mechanisms in models or products.	Incorporate a simple series circuit into a model. Explore and use a range of mechanisms in models or products.	Use a prototype shell and frame structure, showing an awareness of how to strengthen, stiffen and reinforce them.	Link physical devices to a computer so that it can be controlled. Use electrical circuits of increased complexity in models and products. Use mechanical systems in their products such as pneumatics and hydraulics.	Understand and use electrical systems in their products.
Cooking and Nutrition	Select healthy ingredients for a fruit salad.	Prepare ingredients by peeling, grating, chopping and slicing.	Prepare and cook a simple savoury dish. Identify the main food groups.	Identify and use a range of cooking techniques to prepare a simple meal. Design a healthy snack or packed lunch and explain why it is healthy.	Use an increasing range of preparation and cooking techniques to cook a sweet or savoury dish. Describe what seasonality is and explain reasons why it is beneficial.	Follow a recipe that requires a variety of techniques and source the necessary ingredients independently.