



Design Technology

Skills Ladder

	YEAR ONE	YEAR TWO
INVESTIGATION	<p>Dt1 Explore the sensory qualities of materials</p> <p>Dt2 Explore ways to construct models</p>	<p>Dt9 Explore a range of existing products</p> <p>Dt10 Discover where foods come from in choosing, preparing and tasting different dishes</p>
OBSERVATION	<p>Dt3 Identify a target group for what they intend to design and make</p> <p>Dt4 Recognise how structures can be made stronger, stiffer and more stable</p>	<p>Dt11 Identify a purpose for what they intend to design and make</p> <p>Dt12 Identify simple design criteria then plan what to do next, using a variety of methods</p> <p>Dt13 Observe and take account of properties of materials when deciding how to cut, shape, combine and join them</p> <p>Dt14 Identify what they could have done differently or how they could improve their work in the future</p>
APPLICATION	<p>Dt5 Generate and talk about their own ideas</p> <p>Dt6 Follow safe procedures</p> <p>Dt7 Take account of simple properties of materials when deciding how to cut, shape, combine and join them</p> <p>Dt8 Use tools and materials with help</p>	<p>Dt15 Evaluate a range of existing products</p> <p>Dt16 Communicate their ideas using a variety of methods e.g. drawing, making mock-ups, ICT</p> <p>Dt17 Measure, mark, cut out and shape a range of materials</p> <p>Dt18 Use mechanisms in their products e.g. wheels, sliders</p> <p>Dt19 Use simple finishing techniques</p> <p>Dt20 Talk about their ideas, saying what they like and dislike, and evaluate against their design criteria</p>



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	YEAR THREE	YEAR FOUR
INVESTIGATION	<p>Dt21 Generate, develop and explain ideas for products to meet a range of needs</p> <p>Dt22 Explore ways of meeting design challenges with a food focus using a range of cooking techniques</p>	<p>Dt28 Use research to inform their design</p> <p>Dt29 Explore ways of meeting design challenges with a textile focus</p>
OBSERVATION	<p>Dt23 Identify a purpose and establish criteria for a successful product</p> <p>Dt24 Evaluate work, adapting and improving where appropriate</p>	<p>Dt30 Evaluate work, adapting and improving through the views of others to improve their work</p>
APPLICATION	<p>Dt25 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes</p> <p>Dt26 Selecting appropriate tools and techniques, name and describe them</p> <p>Dt27 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with some accuracy</p>	<p>Dt31 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes</p> <p>Dt32 Select from and use a range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <p>Dt33 Join and combine materials and components accurately in temporary and permanent ways</p> <p>Dt34 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with increasing accuracy</p>



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	YEAR FIVE	YEAR SIX
INVESTIGATION	<p>Dt35 Investigate ways of meeting design challenges with a construction focus</p> <p>Dt36 Investigate how the work of individuals in design and technology has helped to shape the world</p>	<p>Dt44 Explore alternative ways of making their product, if first attempts fail</p>
OBSERVATION	<p>Dt37 Identify users' views and take these into account</p> <p>Dt38 Analyse a range of existing products</p> <p>Dt39 Estimate and measure using appropriate instruments and units</p>	<p>Dt45 Check work as it develops and modify as necessary</p> <p>Dt46 Evaluate their products, identifying strengths and areas for development, and make appropriate changes</p>
APPLICATION	<p>Dt40 Plan what they have to do, including how to use materials, equipment and processes</p> <p>Dt41 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>Dt42 Apply knowledge of mechanical and electrical control when designing and making functional products</p> <p>Dt43 Refine sequences of instructions to control events or make things happen</p>	<p>Dt47 Draw on and use various sources of information, including ICT sources</p> <p>Dt48 Generate and clarify ideas for products, considering intended purpose</p> <p>Dt49 Plan what they have to do, suggesting a sequence of actions and alternatives if needed</p> <p>Dt50 Choose how to communicate design ideas as they develop, considering use and purpose</p> <p>Dt51 Select from a wide range of tools and equipment to perform practical tasks accurately</p>

