	Design	Make	Evaluate	Technical	Cooking & Food
Reception	Generate some original ideas from examples Talk about their ideas	Make suggestions for what to do next. Select from a range of materials and components	Begin to find ways to improve their creations	Recognise that a range of technology is used in home and school	Understand that food comes from plants and animals.
Year 1	Use existing knowledge to generate their own original designs. Begin to communicate ideas by drawing.	Select appropriate tools, materials and components	Suggest who their product could be used by and how they could be improved	Select and use technology for a particular purpose.	Prepare dishes using simple techniques such as cutting, mixing and stirring.
Year 2	Explore materials, make templates and mock ups e.g. moving picture / lighthouse	Select from a range of tools and equipment explaining their choices	Evaluate their ideas and products against design criteria	Know the correct technical vocabulary for the projects they are undertaking. Understand the movements of wheels and axles	Use appropriate equipment to weigh and measure ingredients. Prepare simple dishes safely and hygienically, without using a heat sources.
Year 3	Develop their own design criteria and use these to inform their ideas	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	Consider the views of others, including intended users, to improve their work. Identify the strengths and weaknesses of their ideas and products Consider the views of others, including intended users, to improve their work	Understand how simple electrical circuits and components can be used to create functional products	How to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source
Year 4	Research designs to generate their own design criteria and use these to inform their ideas	Select tools and equipment suitable for the task Explain their choice of tools and equipment in relation to the skills and techniques they will be using. Measure, mark out, cut and shape materials and components with some accuracy.	Investigate - how well products have been designed, how well products have been made, why materials have been chosen, what methods of construction have been used, how well products work, how well products achieve their purposes and how well products meet user needs and wants.	Understand how to program a computer to control their products Know how to make strong, stiff shell structures	How to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking
Year 5	Develop design criteria to inform the design of innovative,	Use a wider range of materials and components, including	Identify great designers and their work and use research of	Understand how cams, pulleys and gears create	prepare and cook a variety of predominantly savory dishes

	functional and appealing products.	construction materials and kits, textiles, food ingredients, mechanical components and electrical components	designers to influence work. Critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make	movement Understand how more complex electrical circuits and components can be used to create functional products. Understand how to use learning from science and maths to help design and make products that work Know that materials have both functional properties and aesthetic qualities	using a range of cooking techniques.
Year 6	Identify the needs, wants, preferences and values of particular individuals and groups Develop a simple design specification to guide their thinking	Accurately measure to nearest mm, mark out, cut and shape materials and components Accurately assemble, join and combine materials/ components	Investigate - how much products cost to make, how innovative products are and how sustainable the materials in products are. Compare their ideas and products to their original design specification.	Understand how to program a computer to monitor changes in the environment / control their products Know how to reinforce/strengthen a 3D framework	Understand the need for correct storage. Measure accurately. Work out ratios in recipes