		Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
Designing	Understanding context, users and purpose	work confidently within a range of contexts, such as imaginary, story-based, home, school, gardens, playgrounds, local community, industry and the wider environment state what products they are designing and making say whether their products are for themselves or other users describe what their products are for say how their products will work say how they will make their products suitable for their intended users use simple design criteria to help develop their ideas	Throughout KS2 pupils should: • work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment • describe the purpose of their products • indicate the design features of their products that will appeal to intended users • explain how particular parts of their products work In early KS2 pupils should also: • gather information about the needs and wants of particular individuals and groups • develop their own design criteria and use these to inform their ideas	In late KS2 pupils should also : • carry out research, using surveys, interviews, questionnaires and web-based resources • identify the needs, wants, preferences and values of particular individuals and groups • develop a simple design specification to guide their thinking
	Generating, developing, modelling and communicating ideas	generate ideas by drawing on their own experiences use knowledge of existing products to help come up with ideas develop and communicate ideas by talking and drawing model ideas by exploring materials, components and construction kits and by making templates and mockups use information and communication technology, where appropriate, to develop and communicate their ideas	Throughout KS2 pupils should: • share and clarify ideas through discussion • model their ideas using prototypes and pattern pieces • use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas • use computer-aided design to develop and communicate their ideas • In early KS2 pupils should also: • generate realistic ideas, focusing on the needs of the user • make design decisions that take account of the availability of resources	In late KS2 pupils should also: • generate innovative ideas, drawing on research • make design decisions, taking account of constraints such as time, resources and cost
Making	Planning	plan by suggesting what to do next select from a range of tools and equipment, explaining their choices select from a range of materials and components according to their characteristics	Throughout KS2 pupils should: • 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 • select materials and components suitable for the task • explain their choice of materials and components according to functional properties and aesthetic qualities In early KS2 pupils should also: • order the main stages of making	In late KS2 pupils should also : • produce appropriate lists of tools, equipment and materials that they need • formulate step-by-step plans as a guide to making

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	Practical Skill and Techniques	follow procedures for safety and hygiene use a range of materials and components, including construction materials and kits, textiles, food ingredients and mechanical components measure, mark out, cut and shape materials and components assemble, join and combine materials and components use finishing techniques, including those from art and design	Throughout KS2 pupils should: • follow procedures for safety and hygiene • use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components In early KS2 pupils should also: • measure, mark out, cut and shape materials and components with some accuracy • assemble, join and combine materials and components with some accuracy • apply a range of finishing techniques, including those from art and design, with some accuracy	In late KS2 pupils should also : • accurately measure, mark out, cut and shape materials and components • accurately assemble, join and combine materials and components • accurately apply a range of finishing techniques, including those from art and design • use techniques that involve a number of steps • demonstrate resourcefulness when tackling practical problems
ෂි	Own ideas and products	talk about their design ideas and what they are making make simple judgements about their products and ideas against design criteria suggest how their products could be improved	Throughout KS2 pupils should: • identify the strengths and areas for development in their ideas and products • consider the views of others, including intended users, to improve their work In early KS2 pupils should also: • refer to their design criteria as they design and make • use their design criteria to evaluate their completed products	In late KS2 pupils should also : • critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make • evaluate their ideas and products against their original design specification
Evaluating	Existing products	what products are who products are for what products are for how products work how products are used where products might be used what materials products are made from what they like and dislike about products	Across KS2 pupils should investigate and analyse: • 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 • how well products meet user needs and wants In early KS2 pupils should also investigate and analyse: • who designed and made the products • where products were designed and made • when products were designed and made • whether products can be recycled or reused	In late KS2 pupils should also investigate and analyse: how much products cost to make how innovative products are how sustainable the materials in products are what impact products have beyond their intended purpose

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Technical Knowledge	Making products work	See subject specific skills	Across KS2 pupils should know: • how to use learning from science to help design and make products that work • how to use learning from mathematics to help design and make products that work • that materials have both functional properties and aesthetic qualities • that materials can be combined and mixed to create more useful characteristics • the correct technical vocabulary for the projects they are undertaking	See previous
Individuals	Inventors, designers, engineers, chefs, manufacturers, milestones	Not a requirement in KS1	Across KS2 pupils should know: • about inventors, designers, engineers, chefs and manufacturers who have developed ground breaking products	See previous