

## Design and Technology

<b>Design and Technology Curricular Goal Progression</b>			
	<b>Construction</b>	<b>Textiles</b>	<b>Cooking and Nutrition</b>
<b>Reception</b>	Make representational models by fixing and joining materials and talk about what they have made.	Use hand-eye coordination and fine motor skills to experiment with combining materials by the processes of threading and weaving.	<ul style="list-style-type: none"> <li>• Explore combining and mixing ingredients to make porridge (overnight oats.)</li> <li>• Select and use appropriate tools to experiment with cutting and chopping soft fruit.</li> <li>• To use the technique of rolling to manipulate and shape dough.</li> </ul>
<b>Y1</b>	Explore a range of wheel components and say why they chose the one they did for their final model.	Select and list the resources required to sew.	<ul style="list-style-type: none"> <li>• Construct a fruit crumble, saying where the fruit came from.</li> <li>• Use the rubbing in technique to make scones.</li> <li>• Apply the techniques of rubbing in and rolling to prepare pastry and make jam tarts.</li> </ul>
<b>Y2</b>	Investigate different mechanisms and discuss why each would/wouldn't be suitable for their product.	Discuss how they used tools to sew materials together in a way that will last.	<ul style="list-style-type: none"> <li>• Follow instructions to bake simple sponge fairy cakes.</li> <li>• Follow a recipe to bake and decorate simple cream sponge cupcakes using the techniques of creaming and whisking.</li> <li>• Design, prepare and bake flavoured cupcakes, considering where they fit into a healthy and balanced diet.</li> </ul>
<b>Y3</b>	Analyse research to identify the elements of design that make a product successful and use this to create design criteria.	Describe how their chosen design meets the design criteria and how they will achieve their finished product.	<ul style="list-style-type: none"> <li>• Prepare apples/pears and make pastry to bake a fruit turnover.</li> <li>• Design and prepare the ingredients to make a Spring vegetable soup, utilising seasonal ingredients.</li> <li>• Design and make a savoury muffin, adapting a given recipe.</li> </ul>
<b>Y4</b>	Create more than one design that fulfils a set of design criteria and select the best one, justifying their reasons.	Create detailed sketches to make a pattern and explain how this will be used to create an appealing product that fulfils the design criteria.	<ul style="list-style-type: none"> <li>• Measure ingredients and knead a dough to make bread.</li> <li>• Considering nutrition, design and make a pizza.</li> <li>• Design a healthy bread recipe, make and evaluate the finished product.</li> </ul>
<b>Y5</b>	Conduct research and assess the different mechanisms used in toys and evaluate their effectiveness.	Compare finished product to the original design and identify differences, concluding why they were necessary.	<ul style="list-style-type: none"> <li>• Combine cooking processes to create a pasta bake.</li> <li>• Plan and explain how a dish meets the requirement of a restricted diet.</li> <li>• Compare and apply knowledge of food from different diets, expressing and justifying their own preference incorporating a range of factors.</li> </ul>
<b>Y6</b>	Reflecting on their finished product, evaluate (including the views of others) the positive and negative features and justify improvements.	Review finished product against their design criteria, considering appearance, functionality and ability to meet users' needs; appraising it's suitability for the given purpose.	<ul style="list-style-type: none"> <li>• Design and make a balanced breakfast considering adaptations for dietary requirements.</li> <li>• Design and make a sandwich considering the nutritional values of the fillings to create a healthy, balanced dish.</li> <li>• Design and make a balanced, 2 course evening menu, working within a budget and evaluate the success of the menu, considering the views of others.</li> </ul>