



Trinity St. Peter's
Church of England Primary School
where children shine

Year 1 End of Year Design and Technology Expectations

Working at the Expected Standard (EXP):

Pupil(s) can:

- Engage in an iterative process of designing and making.
- Design a purposeful, healthy and appealing drink for themselves or another user based on design criteria.
- Generate, develop and communicate ideas through talking and drawing.
- Select and use simple tools and equipment to prepare and combine ingredients.
- Select and use ingredients to design and make a healthy drink.
- Explore and evaluate a range of fruit and vegetable juices.
- Evaluate their ideas and drinks against design criteria.
- Use the basic principles of a healthy diet to prepare drinks.
- Understand where some fruits and vegetables come from.



Trinity St. Peter's
Church of England Primary School
where children shine

Year 2 End of Year Design and Technology Expectations

Working at the Expected Standard (EXP):

Pupil(s) can:

- Engage in an iterative process of designing and making in the context of the project.
- Design a purposeful, functional and appealing bag for a specified user based on the design criteria.
- Generate, develop, model and communicate ideas through talking, drawing, templates, paper patterns, mock-ups and computer-aided design.
- Select and use tools and equipment to cut, shape, join and finish. Select and use textiles according to their characteristics.
- Explore and evaluate existing bags, evaluate own ideas and products against simple design criteria.



Trinity St. Peter's
Church of England Primary School
where children shine

Year 3 End of Year Design and Technology Expectations

Working at the Expected Standard (EXP):

Pupil(s) can:

- Use a sketchbook for recording observations, for experimenting with techniques or planning out ideas.
- Children should engage in an iterative process of designing and making.
- Use research and develop design criteria to create an innovative interactive exhibition aimed at groups.
- Generate, model and communicate ideas through discussion, annotated sketches, prototypes and multimedia.
- Select and use a range of tools and equipment to make mechanisms accurately.
- Select and use materials according to their properties and qualities.
- Investigate and analyse existing interactive books and cards.
- Evaluate their individual mechanisms and the exhibition against design criteria, considering the views of others to improve their work.
- Apply understanding of how to strengthen and reinforce materials; use mechanical systems in their products.



Trinity St. Peter's
Church of England Primary School
where children shine

Year 4 End of Year Design and Technology Expectations

Working at the Expected Standard (EXP):

Pupil(s) can:

- Children should engage in an iterative process of designing and making.
- Research and develop design criteria to create an innovative, functional, appealing nightlight aimed at an individual.
- Generate, develop and communicate ideas through discussion, annotated diagrams, cross-sectional diagrams and/ or computer-aided design (CAD).
- Select and use tools and equipment to make a functional nightlight accurately.
- Select and use materials according to their properties and qualities.
- Investigate and analyse existing nightlights.
- Evaluate their ideas and products against design criteria, considering the views of others to improve their work.
- Understand and use electrical systems; how to strengthen, stiffen and reinforce structures; apply understanding of computing to program, monitor and control their nightlight.



Trinity St. Peter's
Church of England Primary School
where children shine

Year 5 End of Year Design and Technology Expectations

Working at the Expected Standard (EXP):

Pupil(s) can:

- Children should engage in an iterative process of designing and making.
- Use research and develop design criteria to create an innovative bird scarer aimed at an individual or groups.
- Generate, model and communicate ideas through discussion, annotated sketches, prototypes, diagrams and/or computer aided design (CAD)
- Select and use a range of tools and equipment to make a functional bird scarer accurately.
- Select and use materials according to their properties and qualities.
- Investigate and analyse existing bird scarers.
- Evaluate their ideas and products against design criteria, considering the views of others to improve their work.
- Understand and use electrical systems; how to strengthen, stiffen and reinforce structures; apply understanding of computing to program, monitor and control their bird scarer.



Trinity St. Peter's
Church of England Primary School
where children shine

Year 6 End of Year Design and Technology Expectations

Working at the Expected Standard (EXP):

Pupil(s) can:

- Children should engage in an iterative process of designing and making.
- Use research and develop design criteria to produce products for a pop-up café.
- Generate, develop and communicate ideas through discussion, annotated sketches, exploded diagrams and computer-aided design/multimedia.
- Select and use tools and equipment to make appealing, healthy snacks and purposeful, high-quality graphic products.
- Select and use materials according to their properties and qualities.
- Investigate and analyse existing products.
- Evaluate ideas and pop-up cafés, snacks and graphic styles/products.
- Evaluate their ideas and products against design criteria, and consider views of others to improve their work.
- Understand and apply the principles of a healthy and varied diet.
- Prepare and cook dishes using a range of cooking techniques.