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## Year 1 End of Year Design and Technology Expectations

### Working at the Expected Standard (EXP):

*Pupil(s) can:*

- Suggest ideas and explain what they are going to do.
- Identify a target group for what they intend to design and make.
- Model their ideas in card and paper.
- Develop their design ideas applying findings from their earlier research.
- Make their design using appropriate techniques.
- To build structures, exploring how they can be made stronger, stiffer and more stable.
- With help, measure, mark out, cut and shape a range of materials.
- Use tools safely (*e.g. scissors, hole punch.*)
- Assemble, join and combine materials and components together using a variety of temporary methods (*e.g. glue, masking tape.*)
- Select and use appropriate fruit and vegetables, processes and tools.
- Use basic food handling, hygienic practices and personal hygiene.
- Use simple finishing techniques to improve the appearance of their product.
- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where food comes from.
- Evaluate their product by discussing how well it works in relation to the purpose.
- Evaluate their products as they are developed, identifying strengths and possible changes they might make.
- Evaluate their product by asking questions about what they have made and how they have gone about it.



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## **Year 2 End of Year Design and Technology Expectations**

### **Working at the Expected Standard (EXP):**

*Pupil(s) can:*

- Generate ideas by drawing on their own and other people's experiences.
- Develop their design ideas through discussion, observation, drawing and modelling.
- Identify a purpose for what they intend to design and make.
- Identify simple design criteria.
- Make simple drawings and label parts.
- Begin to select tools and materials. Use correct vocabulary to name and describe them.
- To select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- Measure, cut and score with some accuracy.
- Use hand tools safely and appropriately.
- Assemble, join and combine materials in order to make a product.
- Cut, shape and join fabric to make a simple garment. Use basic sewing techniques.
- Follow safe procedures for food safety and hygiene.
- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where food comes from.
- Choose and use appropriate finishing techniques.
- Evaluate against their design criteria.
- Evaluate their products as they are developed, identifying strengths and possible changes they might make.
- Talk about their ideas, saying what they like and dislike about them.



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## Year 3 End of Year Design and Technology Expectations

### Working at the Expected Standard (EXP):

*Pupil(s) can:*

- Generate ideas for an item, considering its purpose and the user/s.
- Identify a purpose and establish criteria for a successful product.
- Explore, develop and communicate design proposals by modelling ideas.
- Make drawings with labels when designing.
- Select tools and techniques for making their product.
- Measure, mark out, cut, score and assemble components with more accuracy.
- Work safely and accurately with a range of simple tools.
- Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- Think about their ideas as they make progress and be willing to change things if this helps improve their work.
- Measure, tape or pin, cut and join fabric with some accuracy.
- Use finishing techniques to strengthen and improve the appearance of their product using a range of equipment including ICT.
- Evaluate their product against the original design criteria (*e.g. how well it meets its intended purpose.*)
- Disassemble and evaluate familiar products.



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## **Year 4 End of Year Design and Technology Expectations**

### **Working at the Expected Standard (EXP):**

*Pupil(s) can:*

- Generate ideas, considering the purposes for which they are designing.
  - Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making if the first attempts fail.
  - Evaluate products and identify criteria that can be used for their own designs.
  - Select appropriate tools and techniques for making their product.
  - Investigate and analyse a range of existing products.
  - Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.
  - Measure, mark out, cut and shape a range of materials using appropriate tools, equipment and techniques.
  - Join and combine materials and components accurately in temporary and permanent ways.
  - Sew using a range of different stitches, weave and knit.
  - Measure, tape or pin, cut and join fabric with some accuracy.
  - Understand and apply the principles of a healthy and varied diet.
  - Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
  - Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
  - Evaluate their work both during and at the end of the assignment.
  - Evaluate their products carrying out appropriate tests.
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## **Year 5 End of Year Design and Technology Expectations**

### **Working at the Expected Standard (EXP):**

*Pupil(s) can:*

- Generate ideas through brainstorming and identify a purpose for their product.
- Draw up a specification for their design.
- Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making if the first attempts fail.
- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
- Use results of investigations, information sources - including ICT - when developing design 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.
- Measure and mark out accurately.
- Cut and join with accuracy to ensure a good-quality finish to the product.
- Evaluate a product against the original design specification.
- Evaluate it personally and seek evaluation from others.



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## **Year 6 End of Year Design and Technology Expectations**

### **Working at the Expected Standard (EXP):**

*Pupil(s) can:*

- Develop a design specification.
- Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways.
- Select appropriate tools, materials, components and techniques.
- Assemble components, make working models.
- Use tools safely and accurately.
- Construct products using permanent joining techniques.
- Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- Apply their understanding of computing to program, monitor and control their products
- Make modifications as they go along.
- Achieve a quality product.
- Understand and apply the principles of a healthy and varied diet.
- Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
- Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests.
- Record their evaluations using drawings with labels.
- Evaluate against their original criteria and suggest ways that their product could be improved.