



Year group	Yearly Objectives	Progression / curriculum coverage / approach to objectives
Year 1	<ul style="list-style-type: none">• Use own ideas to make something• Describe how something works• Cut food safely• Make a product which moves• Make a model stronger• Explain ideas to someone else• Choose appropriate resources and tools• Produce a simple plan before making	<ul style="list-style-type: none">• Research cog and wheel designs• Research weaving patterns/designs• Look for repeating patterns in Victorian architecture e.g. railings, windows, ridge tiles• Look at designs for around fireplaces – design a set of tiles• Explore sliders e.g. rocket launching, pirate ship sailing on the sea• Design and build a pirate ship for the role play area• Make junk models of houses/shops/buildings• Design and make a pond in the school grounds• Make an igloo from recycled milk bottles• Make penguins from recycled bottles• Make a row of houses out of boxes, using knowledge gained from investigating different houses• Make an envelope (folding and sticking)• Design stamps (A4 size and reduce to miniature stamp size)• Make vegetable soup
Year 2	<ul style="list-style-type: none">• Think of an idea and plan what to do next• Choose tools and materials and explain reasons for choices• Join materials and components in different ways• Explain what went well with the work• Explain choices for specific textiles• Measure materials to use in a model or structure• I can describe the ingredients I am using	<ul style="list-style-type: none">• Design and make models/mock ups e.g. ships, rockets using 2D and 3D shapes ...• Explore materials e.g. clothing, equipment for exploring• Made rocket following a plan using plastic bottle• Design and build structures exploring how they can be more stable• Design cards, calendars or baubles for Christmas craft• Design and make own books• Explore pop-ups• Design own maps

		<ul style="list-style-type: none"> • Make map out of range of materials • Weave local scene • Design new flag • Great British Bake Off-afternoon tea • Design a safari scene using range of materials • Design and make animal puppet • Explore Pressed flowers • Design and make 3d habitat for particular animals • Design and make own super hero with super powers - puppets • Plan and design an outfit for different heroes • Make Father's day cards with moving parts
Year 3	<ul style="list-style-type: none"> • Prove that designs meet set criteria • Follow step by step plan, choosing the right equipment and materials • Design a product and make sure it looks attractive • Choose a textile for both its suitability and appearance • Select the most appropriate tools and techniques for a given task • Make a product which uses both electrical and mechanical components • Work accurately to measure, make cuts and make holes • Describe how food ingredients come together 	<ul style="list-style-type: none"> • Evaluate vehicles against designs and make improvements where possible • Research, design and use tools with a Stone Age theme • Explore and create clay pottery • Examine the architecture and dress of the Roman era Looking at function and design. • Investigate the tools used. • Design a Roman menu and make and taste Roman food • Investigate and evaluate inventions by scientists • Make food scientifically (like Heston Blumenthal) • Research, design and make African costumes • Research, design and make tribal masks • Research moving vehicles and the effects of forces on them • Work with Year 4 to design and create unpowered and powered vehicles
Year 4	<ul style="list-style-type: none"> • Use ideas from other people when designing • Produce a plan and explain it • Evaluate and suggest improvements to designs • Evaluate products for both their purpose and appearance • Explain how original designs have been improved 	<ul style="list-style-type: none"> • Research, design and make a long boat • Design and make Norse shields. • Research Norse food, design a Norse menu and taste foods. • Design pop up warriors in art books

	<ul style="list-style-type: none"> • Present products in interesting ways • Measure accurately • Persevere and adapt work when initial ideas do not work • Know how to be both hygienic and safe when preparing food 	<ul style="list-style-type: none"> • Research and replicate a swatch from the Bayeux Tapestry • Design and make musical instruments • Evaluate the instruments against the designs and consider possible improvements • Extend skills using information and communication technology • Design and make animal top trumps game • Make models of Australian landmarks • Design and create Rainforest models to explain the different layers of a rainforest eco-system • Research moving vehicles and the effects of forces on them • Work with Year 3 to design and create unpowered and powered vehicles • Evaluate vehicles against designs and make improvements where possible • Extend designs using computer software
Year 5	<ul style="list-style-type: none"> • Come up with a range of ideas after collecting information from different sources • Produced detailed, step by step plans • Suggest alternative plans; outlining the positive features and drawbacks • Explain how a product will appeal to a specific audience • Evaluate appearance and function against original criteria • Use a range of tools and equipment competently • Make a prototype before making a final version • Show how to be both hygienic and safe in the kitchen 	<ul style="list-style-type: none"> • Research healthy foods and creating balanced diet • Egyptian clay cartouches • Design, make and evaluate their own jewellery • Design a pyramid for a family • Design, make and evaluate a Mayan headdress • Design and make a moving Mayan wheeled dog and mosaic mask • Food tasting – French breakfast/ cooking- design menu. Prepare, taste and evaluate • Prepare a Greek and taste test a Greek feast • Design a Greek style building • Design, make a prototype/final version and test the quality of Egyptian jewellery • Extend their skills to communicate their ideas visually in 2-D and 3-D, including through using information and communication technology (Egyptian buildings) • Make a pyramid/ lego video

		<ul style="list-style-type: none"> • Green screen and make short films using stop motion
Year 6	<ul style="list-style-type: none"> • Use market research to inform plans and ideas • Follow and refine plans • Justify plans in a convincing way • Show that culture and society are considered in plans and designs • Show how to test and evaluate products • Explain how products should be stored and give reasons • Work within a budget • Evaluate product against clear criteria 	<ul style="list-style-type: none"> • Use wider range of tools, representing ideas in 3D (wire /mod-roc class model) • Using different media to represent mythical monsters • Focus on selected artist as prompt for own artwork • Cook basic healthy food in line with rationing • Create 2D and 3D representations of designs, using computer aided design where appropriate • Make and evaluate traditional South American food • Use traditional S American patterns to design ponchos • Use natural and recycled materials • Reinforce complex structures • Stall design for Business Challenge • Create and develop designs • Quality control of products