



Design and Technology



In Shirley Schools children foremost have the opportunity to implement their own ideas into their DT learning. Children are given opportunities to expand their understanding of skills and techniques, growing in confidence to create their own design and understanding the importance of fulfilling a purpose. They are encouraged to question and adapt at any opportunity always keeping the purpose in mind. They explore, investigate, design, edit and evaluate to produce something of their very own.

	R	1	2	3	4	5	6
Investigate	To begin to choose appropriate materials for a design.	To choose appropriate materials for a design. To investigate different options for design.	To use consumer feedback to design.	To use consumer feedback to create a specification.	To use target market feedback to create some specification points.	To use target market feedback to create a specification	To use ergonomics information to create specifics for a design specification.
Design	To construct a model for design.	To use pictures and key words.	To annotate a design with labels.	Create a design from different angles.	To include a zoom element in their design	To draw a design from different angles and include a zoom element	To create a scaled design
Create	To use appropriate tools.	To begin to choose and use appropriate tools and methods.	To choose and use appropriate tools and methods.	Begin to choose an appropriate method to join materials.	To choose an appropriate method to join materials	To demonstrate a way to strengthen joins	Apply their understanding of how to strengthen, and reinforce joins

	To choose appropriate materials.						within their design.
Evaluate	To say what I like about their product.	To recognise what I have done well and what I found tricky.	To recognise what I would improve about my product.	To evaluate how well I completed my skill Begin to compare the final product to the final design.	To evaluate how well the final design links to the specification.	To evaluate how their product is fit for purpose	Evaluate how the product is fit for purpose commenting on ergonomics and aesthetics.
Vocabulary	Vehicle Emergency Feature Model Construction Join Build Evaluate	Design Investigate Join Build Materials Evaluate	Design Investigate Join Build Materials Evaluate Target Market	Design Brief Specification Design Angles Join Materials Method Evaluate Skill Final Design	Design Brief Specification Target Market Zoom Join Materials Method Evaluate Skill	Design Brief Specification Target Market Strengthen Aesthetics Evaluate	Ergonomics Aesthetics Design Brief Specification Target Market Strengthen Reinforce Evaluate