DESIGN AND TECHNOLOGY LEARNING JOURNEY

TRANSITION TO SECONDARY

YEAR 6

- Store food products safely.
- Grow products for meal prep.
- Stiffen, strengthen and reinforce materials
- Create parallel series and circuits.
- Test and evaluate products against clear criteria.
- Refine original plans
- Use market research to inform plans
- Collect ingredients for meal prep
- Identify seasonal foods.
- Use pulleys and gears.
- Measure precisely.
- Evaluate and point out positive features and drawbacks.
- Use a range of joining techniques for textiles.
- Explain product appeal

YEAR 5

- Use information from different sources in design.
- Adapt ideas and plans
- Make templates for textile products.
- Use equipment safely.
- Hygiene rules
- Use ideas from others in the design process.
- Evaluate products for purpose and appearance.
- Create circuits with switches and buzzers

YEAR 4

- Follow a recipe.
- Create a simple
- Shap and mould materials.
- Create a design using a set criteria.
- Recognise health and unhealthy food groups
- Use finishing techniques.
- Explain what can b changed to make a design even better.

YEAR 3

- Design using pictures, diagrams, models and
- Make materials stronger
- Create moving models
- Hygiene— kitchen rules.
- Weigh ingredients.
- Suggest improvements
- Measure and cut textiles

YEAR 2

- Describe textures
- Decorate food
- Hygiene — hands and surfaces
- Join textiles
- Cut using scissors
- Make moving products
- Explain what works well and not so well in a model I have made.
- Create simple plans using words and pictures.

YEAR 1

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