Design and Technology at a Glance

Bassingbourn Community Primary School · Reception to Year 6

This summary shows how pupils' skills and knowledge in design and technology develop as they move through the school. Our classes are mixed-age, so we share expectations at four points: the end of Reception, Year 2, Year 4 and Year 6.

Area	By the end of Reception children can:	By the end of Year 2 pupils can:	By the end of Year 4 pupils can:	By the end of Year 6 pupils can:
Design	Talk about what they want to make and how they will make it.	Say who a product is for and what it will do, and draw and label simple designs.	Write simple design criteria for a user, and share ideas through sketches, diagrams and prototypes.	Research users' needs, write detailed design criteria and refine ideas using prototypes and 3D computer designs.
Make	Use simple tools safely to cut, join and build with a range of materials.	Measure, cut, join and finish materials with growing control, following safety rules.	Plan the stages of making, and choose tools and materials for how they look and how they work.	Write step-by-step plans, assess risks and use tools accurately for a high-quality finish.
Evaluate	Talk about what they have made and what they might change.	Compare products, check their work against simple design criteria and suggest improvements.	Test products against design criteria, and use feedback from others to improve their work.	Evaluate how products work, look and affect the environment, and explain how feedback improved their design.
Structures and mechanisms	Build models and structures using construction kits and junk materials.	Make stable structures, and products with sliders, levers, wheels and axles.	Strengthen structures by layering and ribbing, and use linkages and air to make things move.	Reinforce frame structures with triangles, and use gears, pulleys and cams to change movement.
Textiles	Thread, weave and join fabric simply, such as making a bookmark.	Sew a running stitch, and use a template to cut fabric.	Use cross stitch, appliqué and fastenings to decorate and finish products.	Use templates accurately, sew a blanket stitch and attach buttons.
Cooking and nutrition	Help prepare simple food, such as soup, and talk about healthy eating.	Chop and grate safely, and know the main food groups and where fruit and vegetables come from.	Follow a recipe safely and hygienically, and choose seasonal ingredients.	Adapt recipes for nutrition, use a hob safely and avoid cross-contamination.
Electrical and digital systems	Begins in Key Stage 2	Begins in Key Stage 2	Build circuits with switches, and program a micro:bit to respond to buttons and light.	Use motors and other components in circuits, and program products that monitor and send alerts.

Across every stage, pupils follow the same cycle of design, make and evaluate, always with a user and purpose in mind.