

As a Year 1 designer I will...

- Use my own ideas to make something.
- Describe how something works.
- Cut food safely.
- Make a product that moves.
- Make my model stronger.
- Explain to someone else how I want to make my product.
- Choose appropriate resources and tools.
- Make a simple plan before making.



As a Year 2 designer I will...

- Think of an idea and plan what to do next.
- Choose tools and materials and explain why I have chosen them.
- Join materials and components in different ways.
- Explain what went well with my work.
- Measure materials to use in a model or structure.



As a Year 3 designer I will...

- Prove that my design meets some set criteria.
- Follow a step-by-step plan, choosing the right equipment and materials.
- Design a product and make sure that it looks attractive.
- Choose a material 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.



As a Year 4 designer I will...

- Use ideas from other people when I am designing.
- Produce a plan and explain it.
- Evaluate and suggest improvements for my designs.
- Evaluate products for both their purpose and appearance.
- Explain how I have improved my original design.
- Present a product in an interesting way.
- Measure accurately.
- Persevere and adapt my work when my original ideas do not work.



As a Year 5 designer I will...

- Come up with a range of ideas after collecting information from different sources.
- Produce a detailed, step-by-step plan.
- Suggest alternative plans; outlining the positive features and draw backs.
- 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 that I can be hygienic and safe in the kitchen.



As a Year 6 designer I will...

- Use market research to inform my plans and ideas.
- Follow and refine my plans.
- Justify my plans in a convincing way.
- Show that I consider culture and society in my plans and designs.
- Show that I can test and evaluate my products.
- Explain how products should be stored and give reasons.
- Evaluate my product against clear criteria.

