

EYFS	Design	Make	Evaluate	Technical Knowledge	Cooking and Nutrition
Nursery	 Capture experiences and responses with a range of media. Construct with a purpose in mind. 	 Use one-handed tools and equipment (eg. make snips in paper) Select appropriate resources. Handle tools, objects, construction and malleable materials safely and with increasing control. Use simple tools to effect changes to materials. 	 Say what they like about a product. Begin to adapt work where necessary. 	Understand that equipment and tools have to be used safely.	 Understand the need for variety in food. Show some understanding of good practices with regard to eating and good health. Understand the importance of washing hands before handling food.
Reception	 Construct with a purpose in mind, using a variety of resources. Use what they have learnt about media and materials in original ways, thinking about uses and purposes. Represent ideas, thoughts and feelings through design and technology. 	 Manipulate materials to achieve a planned effect. Use simple tools and techniques competently and appropriately. Experiment with colour, design, texture, form and function. Select tools and techniques needed to shape, assemble and join materials they are using. 	 Explore a variety of materials, tools and techniques. Discuss what has gone well and how a product could be improved. Adapt and improve products where necessary. 	Understand that different media can be combined to create new effects.	 Understand the importance of a healthy diet. Discuss ways to keep healthy. Consider safety measures when using cooking equipment.



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KS1	 Design products for themselves and others. Identify a purpose for what they intend to design or make. Use knowledge of existing products to produce ideas. Generate and develop design ideas through discussion, observations, drawing and modelling. Create and label simple design drawings. 	 Choose suitable materials/tools and explain choices. Describe what they are making and how it fits the purpose. Measure, cut and shape a range of materials using some accuracy. Make suggestions as to what they need to do next. Use finishing techniques to make the product look appealing. 	 Explore and evaluate a range of existing products considering their use, materials, audience, how they work. Express personal opinions in relation to existing products. Evaluate their product by discussing how well it works in relation to the purpose. Evaluate their ideas and products against design criteria. Discuss key strengths and what they would do differently next time. 	 to name and describe tools and materials. Describe the characteristics of different materials. Build structures, exploring how they can be made stronger, stiffer and more stable. 	 Follow safe procedures for food safety and hygiene. Describe differences between food groups. Discuss the importance of a varied diet. Understand where food comes from.



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LKS2	 Use research for design ideas. Begin to create own design criteria. Use designs to show that products are fit for purpose and meet a range of requirements. Make labelled drawings from different views showing specific features. Develop and make improvements to design ideas. Plan processes, materials and equipment needed to make the product. 	 Work through their plan in order. Select suitable tools and equipment, explaining choices in relation to required techniques. Use tools and equipment accurately. Select appropriate materials, explaining how they are fit for purpose. Assemble, combine and join materials with some accuracy. Apply a range of finishing techniques with some accuracy. 	 Investigate and research a range of existing products. Discuss by whom, when and where products were designed. Use evaluations to make improvements to their work. Suggest alternative methods of making a product. Begin to explore key events and developments within design and technology. Research whether products can be recycled or reused. 	 Consider different ways to make products strong. Measure carefully to avoid mistakes. Select appropriate tools and techniques. Understand and use mechanical systems in their products (eg. levers and linkages) Explain how to join materials in different ways. Begin to devise a template. 	 Identify the features of a healthy, balanced diet. Prepare and cook a range of dishes using a variety of cooking utensils/equipment. Consider presenting the product in interesting/attractive ways. Demonstrate hygienic food preparation and storage. Use some of the following techniques: peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.



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UKS2	 Use research and questionnaires to inform designs. Design products for a specific audience and consider individual requirements. Model and refine design ideas by making prototypes. Create and refine a logical plan. Use annotated sketches, cross-sectional planning and exploded diagrams. Consider resources and costs when making design decisions. Use computer-aided designs. 	 Consider functionality and aesthetics when choosing materials. Follow detailed step by step plans. Predict outcomes and make adaptations where necessary. Explain how the product will appeal to an audience. Accurately measure, mark out, cut and shape materials/components. Accurately assemble, join and combine materials/components. Accurately apply a range of finishing techniques. Use techniques that involve a number of steps. Be resourceful with practical problems. 	 Investigate and analyse a range of existing products. Consider the views of others and use this to make improvements to their work. Evaluate their product against the original design specification and carry out appropriate tests. Consider the impact of products beyond their intended purpose. Begin to evaluate how much products cost to make and how innovative they are. Research and discuss how sustainable materials are. Understand how key events and individuals in design and technology have helped shape the world. 	 Be confident to try new/different ideas. Think about how a product could be sold. Understand and use electrical systems in their products (eg. series circuits incorporating switches, bulbs, buzzers and motors) Apply their understanding of computing to program, monitor and control their products. 	 Understand, describe and apply the principles of a healthy and varied diet. Understand that a recipe can be adapted by adding/substituting ingredients. Explain seasonality of foods. Identify food processing methods. Name some types of food that are grown, reared or caught in the UK or wider world. Use a range of techniques confidently such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. Prepare and cook a variety of savoury dishes safely and hygienically including, where appropriate, the use of heat source.