



Design & Technology Vertical Concepts

Design and Make, Evaluate

Year 1

Making design choices based on the properties of different materials to make a produce for a particular occasion or user. Making clear labelled drawings to communicate design ideas. Evaluating the final product against the design brief

Year 3

Making design choices based on the properties of different materials to make a produce for a particular occasion or user. Making clear and precise labelled drawings to communicate design ideas. Developing design proposals and ways to proceed. Consider the limitations on scale and scope of design ideas. Evaluating the final product against the design brief

Year 5

Understanding the working characteristics of materials and how this links to the product's intended purpose, selecting appropriately. Beginning to make choices about the way design ideas are presented, creating own design specifications. Begin to develop alternative ideas, using drawings, plans and models and make choices between them. Reviewing and adjusting design ideas mid process. Planning ahead, anticipating future actions e.g. using nets to pre drill holes. Evaluating the final product against the design brief

Year 2

Making design choices based on the properties of different materials to make a produce for a particular occasion or user. Making clear labelled drawings to communicate design ideas. Evaluating the final product against the design brief

Year 4

Making design choices based on the properties of different materials to make a produce for a particular occasion or user. Making clear and precise labelled drawings to communicate design ideas. Begin to develop alternative ideas, using drawings, plans and models and make choices between them. Evaluating the final product against the design brief

Year 6

Producing several clear design ideas and working diagrams with step by step instructions and resources needed. Draw and label diagrams from different view points to own design brief. Understand that designers must address a range of needs when designing clothing – warmth, fit, appearance, practicality, function, cost and safety. Begin to develop alternative ideas, using drawings, plans and models and make choices between them. Reviewing and adjusting design ideas mid process. Planning ahead, anticipating future actions e.g. using nets to pre drill holes. Evaluating the final product against the design brief