End Points - Design Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Seedlings (Nursery)			I can join materials together.	I can explore and use different tools to create.		I can join materials together.
Blossoms (Pre School)			I can select appropriate materials for a journey.	I can create and construct a simple model.		I can join materials together with glue and tape.
Orchard (Reception)		I can use tools to create Diva lamps		I can combine materials and ingredients for a purpose.		I can collage and join materials together.
Year 1	**Structures**: constructing windmills • I can add weights to make a structure stable • I can use scissors carefully • I can make a structure stable. • I can test my design • I can improve my design.		**Cooking and nutrition:** smoothies • I can name fruits and vegetables • I can say where fruits and vegetables grow. • I can use a juicer. • I can cut fruits safely. • I can create a recipe from 3 ingredients.		**Textiles**: puppets • I can join fabric by pinning, gluing and stapling. • I can use a template to cut. • I can join two fabrics together • I can align two fabrics. • I can use joining methods to decorate my puppet.	
Year 2		**Structures**: Baby Bear's Chair		**Mechanisms**: fairground wheel		**Textiles: Pouches** • I can use a large needle.

		• I can recognise natural and man-made structures • I can fold paper to make a strong and stiff structure • I can fold paper in different ways • I can use paper, card and tape to create joints • I can design a stable structure.		• I know an axle allows a wheel to turn. • I can explain my choices based on properties of materials. • I can make my wheel rotate • I know properties of materials such as; hard, soft, waterproof, flexible.		• I can run a sewing stitch. • I can join materials by aligned edges. • I can cut a range of materials with increasing control. • I can use a template to cut out the same shape multiple times. • I can join materials together in different ways,
Year 3	**Structures**: constructing a castle • I can combine 2D and 3D shapes to create a stable structure. • I know that wide and flat based objects are more stable. • I can create geometric shapes from nets. • I can recognise the importance of strength and stiffness in structures.		**Digital World:** wearable technology • I can analyse an exiting product. • I can develop a design criteria. • I can write a program to control a product. • I know what is meant by 'point of sale display' • I can take part in a focus group.		**Cooking and nutrition:** Eating Seasonally • I know that foods are imported from other countries. • I can use peeling and cutting techniques safely. • I can recognise seasonal fruits and vegetables. • I can combine tastes of seasonal fruits and vegetables. • I can identify nutritional properties of foods. • I can evaluate my dish and	

					take feedback from others.	
Year 4		**Structures**: pavilions • I can build frame structures to support weight. • I can use materials to create effect. • I can build a strong structure from appropriate materials. • I can reinforce corners to strengthen a structure. • I know what a free-standing structure is.		**Electrical Systems**: torches • I know electrical insulators are materials electricity cannot pass through. • I know electrical conductors are materials electricity can pass through. • I can design a working circuit and switch. • I can use appropriate equipment to cut and attach materials. • I can test and evaluate electrical products.		**Mechanisms**: make a Slingshot car • I know that kinetic energy is the energy that something has by being in motion. • I can draw a net to create a structure form. • I can measure, mark, cut and assemble with accuracy. • I know that smaller shapes create less air resistance. • I can evaluate the speed of my final product.
Year 5		**Cooking and nutrition**: developing a recipe • I know that meat is farmed and reared. • I can adapt a traditional recipe. • I know what cross-contamination is.		**Electrical Systems**: doodlers • I know what a motorised product is. • I can make a functional series circuit. • I know the materials and equipment needed		**Mechanisms: Gears and Pulleys** • I can make a simple gear. • I can make axles to attach to my gear system. • I can identify gear systems in everyday objects

		• I can use equipment safely • I can cut and prepare vegetables safely.		for circuit components. • I know that an electric motor converts electrical energy into rotational movement, causing the motor's axle to spin. • I know that when there is a break in a series circuit all components switch off.		• I know gears and pulleys allow us to transfer movement and force from one part of a mechanical system to another. • I know market research is a way of collecting information about problems or needs.
Year 6		**Structures**: playgrounds • I can use a variety of structures in a design. • I can strengthen structures by manipulating materials and shapes. • I can test my idea through a prototype. • I can measure, mark and cut wood to create a range of structures. • I can test and adapt a design to improve and develop.		**Digital World – navigating the world.** • I can develop a design brief. • I can write a multifunctional program • I can explain material choices for my design to make it sustainable. • I can combine one or more 3D objects using CAD. • I can explain how my		**Textiles: waistcoats** • I can use a template to pin panels onto fabric. • I can mark and cut fabric accurately. • I can sew a running stitch. • I can sew accurately with even stitches. • I can attach objects using a thread.

				program fits the design criteria. • I can show how my design would be useful as a navigation tool.		