

	<i>Year 1</i>	<i>Year 2</i>	<i>Year 3</i>	<i>Year 4</i>	<i>Year 5</i>	<i>Year 6</i>
<b>Food</b>	Prepare, measure and assemble healthy and varied dishes.	Prepare, measure and cook healthy and varied dishes Understand where food comes from.	Prepare and measure ingredients to the nearest gram accurately applying the principles of a healthy and varied diet. Follow a recipe.	Prepare and measure ingredients to the nearest gram accurately applying the principles of a healthy and varied diet. Follow a savoury recipe.	Demonstrate a range of baking and cooking techniques. Create savoury recipes with an understanding of seasonality. Understand how variety of ingredients are grown and reared.	Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. Create and refine savoury recipes with an understanding of seasonality. Understand how variety of ingredients are grown, reared, caught and processed.
<b>Materials</b>	Use a range of cutting and joining techniques. Use a range of joining techniques.	Use a range of cutting and joining techniques.	Cut and measure materials accurately to the nearest millimetre.  Apply appropriate cutting and shaping techniques	Cut and measure materials accurately and safely by selecting appropriate tools. Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material.	Cut materials with precision  Show an understanding of the qualities of materials to choose appropriate tools to cut and shape	Cut materials with precision and refine the finish with appropriate tools
<b>Textiles</b>	Shape and join using a running stitch.	Shape and join using a running stitch.	Join textiles with appropriate stitching	Join textiles with appropriate stitching Select the most appropriate techniques to decorate textiles.	Join textiles with a combination of stitching techniques	Join textiles with a combination of stitching techniques Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles.
<b>Construction</b>	Use materials to practise gluing materials to make and strengthen products.	Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.	Choose suitable techniques to construct products or to repair items.	Choose suitable techniques to construct products or to repair items. Strengthen materials using suitable techniques.	Develop a range of practical skills to create products.	Develop a range of practical skills to create products. Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
<b>Mechanics</b>	Create products using levers.	Create products using levers, wheels and winding mechanisms.	Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product.	Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product.	Convert rotary motion to linear using cams.	Use innovative combinations of electronics (or computing) and mechanics in product designs.
<b>Design, make, evaluate and improve</b>	<ul style="list-style-type: none"> <li>Design products that have a clear purpose and an intended user.</li> <li>Make products, refining the design as work progresses.</li> <li>Evaluate a range of existing products.</li> </ul>		<ul style="list-style-type: none"> <li>Design with purpose by identifying opportunities to design.</li> <li>Make products by working efficiently (such as by carefully selecting materials).</li> <li>Refine work and techniques as work progresses, continually evaluating the product design.</li> <li>Understand how key events and individuals in design and technology have helped shape the world.</li> </ul>		<ul style="list-style-type: none"> <li>Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).</li> <li>Make products through stages of prototypes, making continual refinements.</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</li> <li>Investigate and analyse a range of existing products</li> </ul>	