D&T
Year 1
At
Begin to use a range of simple tools and media to cut and join materials Generate and communicate simple ideas through talking and drawing Begin to make simple evaluations of their products Explore simple mechanisms (ie. wheels and axles) Prepare a healthy dish
Year 2
At
Use a range of tools with control to cut, join shape and finish materials Design and evaluate simple products for themselves and others Explore and use simple mechanisms (ie. levers and sliders) Understand where food comes from (eg. plants and animals)
Year 3
At
Use a wide range of tools with control to cut, join shape and finish materials Design and evaluate simple products for themselves and others Explore and use mechanical systems (ie. levers and linkages) Use a range of preparation techniques to produce a healthy savoury dish

Year 4
At
Use a wide range of tools with increasing control to cut, join shape and finish materials Design and evaluate increasingly complex products for themselves and others Explore and use simple electrical systems in a product Use a range of preparation techniques to produce a healthy seasonal dish
Year 5
At
Use a wide range of tools with increasing control to accurately cut, join shape and finish materials Begin to research, design and evaluate increasingly complex products for themselves and others Explore and use electrical systems in a programmable product To identify countries of origin for a range of food products
Year 6
At
Consider the functionality and aesthetics of materials in response to a design brief Research, design and evaluate increasingly complex products for themselves and others Explore and use mechanical systems (ie. gears, pulleys and cams) Understand and apply the principles of a healthy and varied diet