

Year 5 Design and Technology Skill Progression

Evaluate (Existing products)

- Research and evaluate existing products (including book and web-based research).
- Consider user and purpose.
- Identify the strengths and weaknesses of their design ideas.
- Consider and explain how the finished product could be improved related to design criteria.
- Discuss how well the finished product meets the design criteria of the user. Test on the user.
- Give a report using correct technical vocabulary.
- Understand how key people have influenced design.

Evaluate (Finished product)

- Give a report using correct technical vocabulary.
- Understand how key people have influenced design.
- Consider and explain how the finished product could be improved related to design criteria.
- Discuss how well the finished product meets the design criteria of the user.
- Test on the user.

Make

- Make prototypes.
- Develop one idea in depth.
- Produce detailed lists of ingredients / components / materials and tools.
- Select from and use a wide range of tools.
- Select from and use a wide range of ingredients/materials.
- Use appropriate finishing techniques for the project.
- Refine their product – review and rework/improve.
- Use researched information to inform decisions.
- Produce detailed lists of components and tools.
- Cut accurately and safely to a marked line.
- Use a computer to model ideas.

Technical Knowledge

- understand and apply the principles of a healthy and varied diet.
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
- understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
- apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
- understand and use mechanical systems in their products.
- apply their understanding of computing to program, monitor and control their products.

Design

- Record ideas using annotated diagrams.
- Use models, kits and drawings to help formulate design ideas.
- Sketch and model alternative ideas.
- Use researched information to inform decisions.
- Combine modelling and drawing to refine ideas.
- List tools needed before starting the activity.
- Plan the sequence of work e.g. using a storyboard.
- Devise step by step plans which can be read/followed by someone else.
- Decide which design idea to develop.
- Use models, kits and drawings to help formulate design ideas.

Food and Nutrition

Looking at cooking techniques of foods from another culture.

In Year 5, we...

Look at food from another culture (Aut 2)

Cams, pulleys and gears mechanical systems (Sp 2)

3D Textiles, combining fabrics (Sum 1)