



Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
KPI: To say where some food comes from and give examples of food that is grown.	KPI: To understand the need for a variety of food in a diet.	KPI: To use a variety of ingredients and techniques to prepare and combine ingredients safely.	KPI: To understand what makes a healthy balanced diet, and that different foods and drinks provide different substances the body needs to be healthy and active.	KPI: To understand how a variety of ingredients are grown, reared, caught and processed to make them safe and palatable/tasty to eat.	KPI: To generate, develop, model and communicate his/her ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
KPI: To select from and use a range of tools and equipment to perform practical	To prepare a healthy food product.	To evaluate a diet and say whether it is healthy and varied and suggest improvements.	To know what to do to be hygienic and safe, when preparing food.	To produce a food product with seasonal vegetables.	To use market research to inform plans.



tasks e.g. cutting, shaping, joining and finishing.					
To cut food safely.	KPI: To understand that all food has to be farmed, grown or caught.	KPI: To create designs using annotated sketches, cross sectional diagrams and simple computer programmes.	KPI: To understand seasonality and the advantages of eating seasonal and locally produced food.	KPI: To use his/her research into existing products and his/her market research to inform the design of his/her own innovative product.	To follow and refine own plan if necessary.
	KPI: To design purposeful, functional, appealing products for himself/herself and other users based on design criteria.	To show that own designs meet a range of requirements.	To explain the origin of a variety of ingredients.	To come up with a range of ideas after they have collected information.	To justify why they selected specific materials.



<p>KPI: To use a range of simple tools to cut, join and combine materials and components safely.</p>	<p>To evaluate a product against design criteria.</p>	<p>To make a product which uses both electrical and mechanical components.</p>	<p>KPI: To read and follow recipes which involve several processes, skills and techniques.</p>	<p>KPI: To create prototypes to show design ideas evaluating their strengths and weaknesses.</p>	<p>To work within a budget.</p>
<p>To make a model stronger by altering shape and structure.</p>	<p>KPI: To generate, develop, model and communicate his/her ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p>	<p>KPI: To safely measure, mark out, cut, assemble and join with some accuracy.</p>	<p>KPI: To use knowledge of existing products to design a functional and appealing product for a particular purpose and audience.</p>	<p>To suggest some alternative plans and say what the good points and drawbacks are about each.</p>	<p>To ensure own product meet all design criteria.</p>
<p>KPI: To ask simple questions about existing products and those that</p>	<p>KPI: To choose appropriate tools, equipment, techniques and materials from a</p>	<p>To work accurately to make cuts and holes.</p>	<p>To evaluate own product, thinking of both appearance and the way it</p>	<p>To produce a detailed step-by-step plan.</p>	<p>KPI: To use his/her knowledge of famous designs to further explain the effectiveness of</p>



he/she has made.	wide range.		works.		existing products and products he/she have made.
To describe how something works.	KPI: To safely measure, mark out, cut and shape materials and components using a range of tools.	To choose suitable techniques to strengthen a product.	To know how key events/ individuals' designs have shaped the world.	KPI: To make careful and precise measurements so that joins, holes and openings are in exactly the right place.	To convincingly justify own plan to someone else.
To talk with others about how they want to construct a product.	To think of ideas and plan what to do next.	KPI: To make suitable choices from a wider range of tools and unfamiliar materials and plan out the main stages of using them.	KPI: To create designs using exploded diagrams.	To use a range of practical skills to create a product including cutting, drilling, screwing, filing and sanding.	To consider culture and society in own designs.



<p>KPI: To make a product which moves using wheels and axles.</p>	<p>To measure materials to use in a model or structure.</p>	<p>To put together step-by-step plan which shows the order and also what equipment and tools they need.</p>	<p>To take account of the ideas of others when designing.</p>	<p>KPI: To make detailed evaluations about existing products and his/her own considering the views of others to improve his/her work.</p>	<p>To test and evaluate a final product in detail.</p>
	<p>KPI: To evaluate and assess existing products and those that he/she has made using a design criteria.</p>	<p>KPI: To investigate and analyse existing products and those he/she has made, considering a wide range of factors.</p>	<p>To produce a plan and explain it to others.</p>	<p>To explain how the final product will appeal to the audience.</p>	<p>To think about how the final product could be sold.</p>
	<p>To write a set of simple design criteria.</p>	<p>To make sure that a product looks attractive.</p>	<p>To continue to work on own product even though the original idea might not have worked.</p>	<p>To evaluate appearance and function against original criteria.</p>	<p>KPI: To apply his/her own understanding of computing to program, monitor and control his/her product.</p>



	To explain what went well with own work.		KPI: To consider how existing products and his/her own finished products might be improved and how well they meet the needs of the intended user.	To refine and improve products.	To use innovative combinations of electronics (or computing) and mechanisms in a design.
	To evaluate an existing product suggesting improvements.		To produce sample parts of a design to evaluate and improve.	KPI: To build more complex 3D structures and apply his/her knowledge of strengthening techniques to make them stronger or more stable.	



	KPI: To investigate different techniques for stiffening a variety of materials and explore different methods of enabling structures to remain stable.		KPI: To apply techniques he/she has learnt to strengthen structures and explore his/her own ideas.	To use a range of tools and equipment expertly.	
	To join things (materials/ components) together in different ways.		To use knowledge of transference of forces to choose appropriate mechanisms for a product (eg levers, winding mechanisms, pulleys and gears).	KPI: To understand how to use more complex mechanical and electrical systems.	
	KPI: To explore and use mechanisms e.g. levers, sliders, wheels and axles, in his/her products.		To think about what to do to present a product in an interesting way.		



			KPI: To understand and use electrical systems in products		
			.		



--	--	--	--	--	--