

	Nursery	Reception	Year1	Year 2	Expectation
Design	Say what they would	Select appropriate	Generate their own	Generate their own	Design purposeful,
	like to make	resources.	ideas explain what	ideas and plan what to	functional, appealing
			they want to do.	do next.	products for
	Talk about what it	Use gestures, talking			themselves and other
	would be used for	and arrangements of	Explain the purpose of	Explain what they	users based on design
		materials and	the product, and how	want to do and	criteria
	Identify materials	components to show	it will work.	describe how they	
	needed to create a	design.		may do it.	Generate, develop,
	product		Use pictures and		model and
		Use contexts set by	words to plan.	Explain the purpose of	communicate their
		the teacher and		the product, how it	ideas through an
		themselves.	Begin to use models.	will work and how it	appropriate medium,
				will be suitable for the	e.g. talking, drawing,
		Use language of	Design a product for	user.	templates, mock-ups
		designing and making	myself following		and, where
		(join, build, shape,	design criteria.	Describe the design	appropriate,
		longer, shorter,		using pictures, words,	information and
		heavier etc.)	Research similar	models, diagrams,	communication
			existing products.	begin to use ICT.	technology
		Identify materials			
		needed to create a		Design products for	
		product		myself and others	
				following design	
		Draw and label a		criteria.	
		design			
				Choose the best tools	
		Explain what product		and materials, and	
		they will be designing		explain choices.	
		and making			



				Use knowledge of	
				existing products to	
				produce ideas	
Make	Understand that tools	Construct with a	Explain what they are	Explain what they are	Select from and use a
	can be used for a	purpose, using a	making and why.	making and why it fits	range of tools and
	purpose	variety of resources.		the purpose.	equipment to perform
			Consider what they		practical tasks such as
	Combine different	Use simple tools and	need to do next.	Make suggestions as	cutting, shaping,
	media to create new	techniques,		to what I need to do	joining and finishing
	effects		Select	next.	
		Build / construct with	tools/equipment to		Select from and use a
	Select tools and	a wide range of	cut, shape, join, finish	Join	wide range of
	techniques needed to	objects.	and explain choices.	materials/components	materials and
	shape assemble and			together in different	components,
	join materials	Select tools and	Measure, mark out,	ways.	including construction
		techniques to shape,	cut and shape, with		materials, textiles and
	Use various	assemble and join.	support.	Measure, mark out,	ingredients, according
	construction materials			cut and shape	to their characteristics
		Replicate structures	Choose suitable	materials and	
	Beginning to	with materials /	materials and explain	components, with	
	construct, stacking	components. Discuss	choices.	support.	
	blocks vertically,	how to make an			
	horizontally, making	activity safe and	Begin to use finishing	Describe which tools	
	enclosures, and	hygienic.	techniques to make	they are using and	
	creating spaces		product look good.	why.	
		Record experiences by			
	Joins construction	drawing, writing, voice	Work in a safe and	Choose suitable	
	pieces together to	recording.	hygienic manner.	materials and explain	
	build and balance			choices depending on	
				characteristics.	



	Uses shape appropriately for tasks When making is able to talk about why things happen and how things work (demonstrating understanding of causality)	Understand different media can be combined for a purpose Consider and manage some risks Practise some appropriate safety measures independently		Use finishing techniques to make product look good. Work safely and hygienically	
Evaluate	Say what they have made Talk about the steps they took to complete their product	Talk about their likes and dislikes with their product Adapt work where necessary. 'It would be better if'	Talk about their work, linking it to what they were asked to do. Talk about existing products considering: purpose, materials, how they work,	Describe what went well, thinking about design criteria. Talk about existing products considering: purpose, materials, how they work,	Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria



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	Can talk about likes	Begin to evaluate	audience, where they	audience, where they	
	and dislikes e.g.	adaptations made	might be used.	might be used.	
	appearance				
			Talk about existing	Express personal	
			products, and say	opinion.	
			what is and isn't good.		
				Evaluate how good	
			Talk about things that	existing products are.	
			other people have		
			made.	Talk about what they	
				would do differently if	
			Begin to talk about	they were to do it	
			what could make	again and why.	
			product better.	,	
Materials/Structures	Can use various	Can manipulate	Begin to measure and	Measure materials	Build structures,
materials, structures	construction materials	materials to create a	join materials, with	with greater	exploring how they
		planned effect	some support.	independence.	can be made stronger,
	Use construction kits	, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		,	stiffer and more
	to build walls, towers	Can explore a variety	Describe differences	Describe some	stable
	and frameworks	of materials and talk	in materials suggest	different	
	,	about their purpose	ways to make	characteristics of	
	Can begin to	, ,	material/product	materials.	
	construct, stacking	Can construct with a	stronger.		
	blocks vertically and	purpose in mind, using	J	Join materials in	
	horizontally making	a variety of resources	Can with help mark	different ways use	
	enclosures and	, ,	out, cut and shape a	joining, rolling or	
	creating spaces	Can use various	range of materials	folding to make it	
	9	construction materials]	stronger.	
			Can use scissors and a	0-	
			hole punch safely		



	Can begin to join construction pieces to build and balance Can manipulate materials to create a planned effect Can realise tools can be used for a purpose	Can construct vertically and horizontally for a purpose Can join construction pieces together to build and balance Can select appropriate resources and adapt work where necessary. Dismantle, examine and talk about existing objects/structures	Can apply simple finishing techniques, painting, collage, fabric Can recognise which joining techniques are temporary and which are more permanent, e.g. masking tape, blue tack, PVA glue, sewing	Use own ideas to try to make product stronger. Can measure, cut and score with accuracy Can use a template Can choose and use appropriate finishing techniques Can recognise which joining techniques are temporary and which are more permanent, e.g. masking tape, blue tack, PVA glue, sewing.	
Mechanisms	Assemble vehicles with moving wheels using construction kits Explore moving vehicles through play	Assemble vehicles with moving wheels using construction kits Explore moving vehicles through play	Begin to use levers or sliders. Understand the movements of levers and sliders.	Begin to understand how to use wheels and axles.	Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.



Textiles	Explore and used different fabrics	Explore and used different fabrics Join textiles with glue and adhesive tape. Add finishings with glue and adhesive tape.		Understand the movement of wheels and axles. Measure textiles. Join textiles together to make a product, and explain how they did it. Carefully cut textiles to produce accurate pieces. Explain choices of textile.	
Cooking and nutrition	Experience common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell Can talk about likes and dislikes e.g. appearance Can sort dishes into sweet and savoury	Can explore taste and talk about likes/dislikes Can sort dishes into breakfast, lunch, dinner and pudding Can talk about the basic components of a meal e.g. meat, vegetable, fruit, pasta/pulses	Describe textures. Wash hands and clean surfaces. Think of interesting ways to decorate food. Say where some foods come from, (i.e. plant or animal).	Explain hygiene and keep a hygienic working area. Describe the properties of ingredients and the importance of varied diet. Say where food comes from (animal, underground etc.)	Use the basic principles of a healthy and varied diet to prepare dishes Understand where food comes from



Can explore taste and	Begin to understand	Describe differences	Describe how food is	
talk about	some food	between some food	farmed, home-grown,	
likes/dislikes	preparation tools,	groups (i.e. sweet,	caught draw eat well	
	techniques and	vegetable etc.)	plate; explain there	
Experience of cutting	processes.		are groups of food.	
soft fruit and		Discuss how fruit and		
vegetables using	Practise stirring,	vegetables are	Describe "five a day".	
appropriate utensils	mixing, pouring,	healthy.		
	blending.		Cut, peel and grate	
Can take turns in		Cut, peel and grate	with increasing	
shared cooking	Discuss how to make	safely, with support.	confidence	
experiences	an activity safe and			
	hygienic.			
Can begin to talk	Discuss use of senses.			
about where food				
comes from	Understand the need			
	for variety in food.			
	Can begin to talk			
	about where food			
	comes from			
	Can use simple tools to			
	effect changes to			
	materials, e.g. mash a			
	banana			
	Can handle tools,			
	objects and malleable			
	materials safely and			
	with increasing			



		control, e.g. cutting/slicing a banana			
		Can show some understanding of good practices with regard to exercise, eating and hygiene.			
Vocabulary	cut, fold, join, fix, structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved, metal, wood, plastic, circle, triangle, square	cut, fold, join, fix, structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved, metal, wood, plastic, girlla, triangle, square	slider, lever, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up, down, straight, curve, forwards, backwards, design, make, evaluate, user,	vehicle, wheel, axle, axle holder, chassis, body, cab, assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism, names of tools, equipment and materials used,	
	fruit and vegetable names, names of equipment and	circle, triangle, square, rectangle, cuboid, cube, cylinder, design, make, evaluate fruit and vegetable	purpose, ideas, design criteria, product, function cut, fold, join, fix, structure, wall, tower,	design, make, evaluate, purpose, user, criteria, functional cut, fold, join, fix,	
	utensils, sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp,	names, names of equipment and utensils, sensory vocabulary e.g. soft,	framework, weak, strong, base, top, underneath, side, edge, surface, thinner,	structure, wall, tower, framework, weak, strong, base, top, underneath, side,	



crisp, sour, hard, flesh, skin, seed, pip, core, slicing, peeling,	juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard, flesh,	thicker, corner, point, straight, curved, metal, wood, plastic,	edge, surface, thinner, thicker, corner, point, straight, curved,
cutting, squeezing, healthy diet, choosing, ingredients	skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing,	circle, triangle, square, rectangle, cuboid, cube, cylinder, design, make,	metal, wood, plastic, circle, triangle, square, rectangle, cuboid, cube, cylinder, design,
	ingredients	evaluate, user, purpose, ideas, design criteria, product, function	make, evaluate, user, purpose, ideas, design criteria, product, function
		fruit and vegetable names, names of equipment and utensils, sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard, flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing,	names of existing products, joining and finishing techniques, tools, fabrics and components, template, pattern pieces, mark out, join, decorate, finish, features, suitable, quality mock-up, design brief, design
		healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria	criteria, make, evaluate, user, purpose, function fruit and vegetable names, names of equipment and
			utensils, sensory



vocabulary e.g. soft,
juicy, crunchy, sweet,
sticky, smooth, sharp,
crisp, sour, hard, flesh,
skin, seed, pip, core,
slicing, peeling,
cutting, squeezing,
healthy diet, choosing,
ingredients, planning,
investigating tasting,
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criteria