

# Design and Technology at Alexandra Primary School: Making

## Year 2

Begin to select appropriate tools and materials; use correct vocabulary to name and describe them.  
Build structures, exploring how they can be made stronger, stiffer and more stable.  
With help measure, cut and score with some accuracy.  
Learn to use hand tools safely and appropriately.  
Start to assemble, join and combine materials in order to make a product. Demonstrate how to cut, shape and join fabric to make a simple product. Use basic sewing techniques.  
Start to choose and use appropriate finishing techniques based on own ideas.

## Year 1

Begin to make their design using appropriate techniques.  
Begin to build structures, exploring how they can be made stronger, stiffer and more stable.  
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.  
With help *measure, mark out, cut and shape* a range of materials.  
Explore using tools e.g. scissors and a hole punch safely.  
Begin to assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape.  
Begin to use simple finishing techniques to improve the appearance of their product.

## Early Years

Begin to create their design using basic techniques.  
Start to build structures, joining components together. Look at simple hinges, wheels and axles. Use technical vocabulary when appropriate.  
Begin to use scissors to cut straight and curved edges and hole punchers to punch holes.  
Explore using/ holding basic tools such as a saw or hammer.  
Use adhesives to join material.

## Year 3

Select a wider range of tools and techniques for making their product. Explain their choice of tools and equipment in relation to the skills and techniques they will be using.  
Start to understand that mechanical and electrical systems have an input, process and output.  
Start to understand that mechanical systems such as levers and linkages or pneumatic systems create movement.  
Know how simple electrical circuits and components can be used to create functional products.  
Start to measure, tape or pin, cut and join fabric with some accuracy. Mark out, cut, score and assemble components with more accuracy.

## Year 4

Select a wider range of tools and techniques for making their product safely.  
Know how to measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques. Experiment with joining and combining materials and components accurately.  
Know how mechanical systems such as cams or pulleys or gears create movement.  
Understand how more complex electrical circuits and components can be used to create functional products.  
Understand how to reinforce and strengthen a 3D framework.  
Sew using a range of different stitches, to weave and knit. Measure, tape or pin, cut and join fabric with some accuracy.  
Begin to use finishing techniques to strengthen and improve the appearance of their product using a range of equipment including ICT.

## Year 5

Select appropriate materials, tools and techniques e.g. cutting, shaping, joining and finishing, accurately.  
Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.  
Understand how mechanical systems such as cams or pulleys or gears create movement.  
Know how more complex electrical circuits and components can be used to create functional products. Continue to learn how to program a computer to control their products.  
Begin to measure and mark out more accurately. Demonstrate how to use skills in using different tools and equipment safely and accurately. Weigh and measure accurately (time, dry ingredients, liquids). Use finishing techniques to strengthen and improve the appearance of their product using a range of equipment including ICT.

## Year 6

Confidently select appropriate tools, materials, components and techniques and use them.  
Use tools safely and accurately.  
Aim to make and to achieve a quality product.  
With confidence pin, sew and stitch materials together to create a product. Construct products using permanent joining techniques.  
Know how more complex electrical circuits and components can be used to create functional products. Know how to program a computer to monitor changes in the environment and control their products.  
Know how to reinforce and strengthen a 3D framework.  
Understand that mechanical and electrical systems have an input, process and output.  
Use finishing techniques to strengthen and improve the appearance of their product using a range of equipment including ICT.

Perform

Aspire

Succeed



The learning doesn't stop here!

GO

