

Design Technology Endpoints

End of EYFS

Physical Development: Fine Motor Skills

- Use a range of small tools, including scissors, paintbrushes and cutlery.
- Begin to show accuracy and care when drawing.

Expressive Arts and Design: Creating with Materials

- Share their creations, explaining the process they have used.

End of KS1

Through a variety of creative and practical activities, children will know, understand and use skills needed to engage in an iterative process of designing and making. They will work in a range of relevant contexts

When designing and making, children will:

- **Design** - Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
- **Make** - Select from and use a range of tools and equipment to perform practical tasks
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
- **Evaluate** - Explore and evaluate a range of existing products evaluate their ideas and products against design criteria
- **Technical knowledge** - Build structures, exploring how they can be made stronger, stiffer and more stable, explore and use mechanisms in their products.

End of KS2

Through a variety of creative and practical activities, children will be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts.

When designing and making, children will be taught to:

- **Design** - Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
- **Make** - Select from and use a wider range of tools and equipment to perform practical tasks 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
- **Evaluate** - Investigate and analyse a range of existing products, evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. Understand how key events and individuals in design and technology have helped shape the world.
- **Technical knowledge** - Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Understand and use mechanical systems in their products. Understand and use electrical systems in their products. Apply their understanding of computing to program, monitor and control their products.

Children will leave St George's as technologists who:

- Passionate and enjoy designing constructing and evaluating
- Develop a desire to learn about technological innovation, products and systems
- Take and link learning from other subjects and apply it logically

- Take safe, creative risks
- Are independent and who work constructively with others
- Analyse and evaluate
- Make mistakes, share them and learn from them

connect	sequence	change	replace	reduce	compare	add	arrange	classify	assemble
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