



Goodrich CE Primary School
Design and Technology Sticky Knowledge

DESIGN & TECHNOLOGY														
BIG IDEAS	Master Practical Skills							Design, Make, Evaluate & Improve				To Take Inspiration From Designs Throughout History		
Building Blocks	Cooking & Nutrition	Materials	Textiles	Electricals & Electronics	Computing	Construction	Mechanics	Vocabulary	Designers	Making	Evaluating	Explore Real Designs	Improve Designs	Explore How Products are Created
	 Cooking & Nutrition	 Materials	 Textiles	 Electricals & Electronics	 Computing	 Construction	 Mechanics	 Vocabulary	 Designing	 Making	 Evaluating	 Explore Real Designs	 Improve Designs	 Explore How Products Are Created

Milestone	Master Skills Mastering practical skills Technical knowledge	Design, Make, Evaluate and Improve Evaluating Existing and Their Own Products Design and Making	Take Inspiration From Designs Throughout History
EYFS	They can find new ways to do things and test their ideas in order to solve a problem	<p>They can use their senses to explore the world around them through the engagement of open-ended activities.</p> <p>They can plan and decide how to approach a task, solve problems and reach a finished goal.</p> <p>They can check how well the task is going and make changes if it is needed.</p>	They can show curiosity about objects, events and people and can ask/answer questions about why things happen.
1	Through practical application, they can use a range of tools/equipment, materials and components according to their characteristics in food, materials, textiles, electrics and electronics, computing, construction, mechanics.	<p style="text-align: center;">They can describe a product. They can give reasons for some of its features.</p> <p style="text-align: center;">They can think of an idea and put it into practice with some help.</p> <p style="text-align: center;">They can talk about and describe features of their product.</p>	They can explain what a designer does and give an opinion about a product.



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2	Through practical application and exploration, they can use a range of tools/equipment, materials and components according to their characteristics in food, materials, textiles, electrics and electronics, computing, construction, mechanics.	<p>They can explain about a product and given reasons for its purpose.</p> <p>They can think of an idea and plan what to do using their knowledge of materials and components.</p> <p>They can identify what is working well in their design and what needs to be improved so that the product can be used as intended.</p>	They can recall some designers, and can they explain why a product is appealing to its consumer.
3	Through practical application and exploration, they can use a range of tools/equipment, materials and components according to their functional properties and aesthetic qualities in food, materials, textiles, electrics and electronics, computing, construction, mechanics.	<p>They can explain about a product giving reasons for decisions made by the designer from research and the evaluation of existing products.</p> <p>They can think of an idea and plan what to do using their knowledge of designs, designers and further research which influences their own design.</p> <p>They can reflect on their design and make adaptations so that the product can be used as intended.</p>	They can recall some designers and explain how decisions are the about the products they make.