Design and Technology Evaluate Skills Progression

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Structure	• Evaluating a windmill according to the design criteria, testing whether the structure is strong and stable and altering it if it isn't. • Suggest points for improvements.	• Exploring the features of structures. • Comparing the stability of different shapes. • Testing the strength of own structures. • Identifying the weakest part of a structure. • Evaluating the strength, stiffness and stability of own structure.		• Evaluating structures made by the class. • Describing what characteristics of a design and construction made it the most effective. • Considering effective and ineffective designs.		• Improving a design plan based on peer evaluation. • Testing and adapting a design to improve it as it is developed. • Identifying what makes a successful structure.
Mechanisms/ Mechanical systems	Testing wheel and axle mechanisms, identifying what stops the wheels from turning, and recognising that a wheel needs an axle in order to move.	• Evaluating different designs. • Testing and adapting a design.	• Evaluating own designs against design criteria. • Using peer feedback to modify a final design. • Suggesting points for improvement.			• Evaluating the work of others and receiving feedback on own work. • Applying points of improvement to their toys. • Describing changes they would make/do if they were to do the project again.
Textiles	Reflecting on a finished product, explaining likes and dislikes.		• Testing and evaluating an end product against the original design criteria. • Deciding how many of the criteria should be met for the product to be considered successful. • Suggesting modifications for improvement. • Articulating the advantages and disadvantages of different fastening types.			Reflecting on their work continually throughout the design, make and evaluate process.
Cooking and nutrition		• Describing the taste, texture and smell of fruit and vegetables. • Taste testing food combinations and final products. • Describing the information that should be included on a label.		• Evaluating a recipe, considering: taste, smell, texture and appearance. Describing the impact of the budget on the selection of ingredients. • Evaluating and comparing a range of food products.	• Identifying the nutritional differences between different products and recipes. • Identifying and describing healthy benefits of food groups.	

		• Evaluating food by giving a score.		• Suggesting modifications to a recipe (e.g. This biscuit has too many raisins, and it is falling apart, so next time I will use less raisins).		
Digital World			• Analysing and evaluating wearable technology. • Using feedback from peers to improve design.		• Stating an event or fact from the last 100 years of plastic history. • Explaining how plastic is affecting planet Earth and suggesting ways to make more sustainable choices. • Explaining key functions in my program (audible alert, visuals). • Explaining how my product would be useful for an animal carer including programmed features.	
Electrical systems				• Evaluating electrical products. • Testing and evaluating the success of a final product.	• Carry out a product analysis to look at the purpose of a product along with its strengths and weaknesses. • Determining which parts of a product affect its function and which parts affect its form. • Analysing whether changes in configuration positively or negatively affect an existing product. • Peer evaluating a set of instructions to build a product.	