

**Design and Technology**  
**Knowledge and Skills Progression Cycle A**  
**Hemington Primary School**

**Class 1**

**Projects:** Design and make a moving model of a dinosaur with sliders and levers. Design and make a model of a fire engine with wheels and axles (the Great Fire of London). Design and make a 'safari' animal hand puppet.

Design	Make	Evaluate	Technical Knowledge/Skill
<p>I can use my own ideas to make something.</p> <p>I can describe how my product will work by talking and drawing.</p> <p>I can make a simple plan.</p>	<p>I can make a product which moves.</p> <p>I can choose appropriate resources and tools to make my product.</p>	<p>I can talk about my design ideas and what I am making.</p> <p>I can suggest how my product could be improved.</p>	<p>I know about the movement of simple mechanisms such as wheels and axles, sliders and levers.</p> <p>I can make my model stronger, stiffer and more stable (structures).</p> <p>I can use needle and thread to sew a simple seam as a method for joining fabric.</p>

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**Class 2**

**Projects:** Design and make a Stone Age 'pouch'. Design and make a model of an Ancient Egyptian mummy in a sarcophagus. Design and make a model of the Eiffel Tower (from art straws).

Design	Make	Evaluate	Technical Knowledge/ Skill
I can describe the purpose of my products.	I can select tools and materials suitable for the task.	I can identify strengths and areas to develop in my ideas and product.	I can join fabrics using running stitch, over-sewing and back stitch.
I can gather information about the needs/wants of individuals/groups.	I can order the main stages of making.	I consider the views of others to improve my work.	I can explore fastenings and recreate some e.g. buttons and loops.
I can generate realistic ideas focusing on the needs of the user.	I can measure, mark out, cut and shape materials and components with some accuracy.	I can use the design criteria as I design and make and to evaluate my finished product.	I can use tools such as hacksaws safely.
	I can assemble, join and combine materials and components with some accuracy.	I can investigate and analyse a range of factors prior to, during and after making my product.	I can create a frame structure and know how to strengthen wood joins.
	I can apply a range of finishing techniques with some accuracy		

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<b>Class 3</b>			
<b>Projects:</b> Design and make a model of a Viking ship. Design, prepare, cook and serve a burger meal.			
Design	Make	Evaluate	Technical Knowledge/ Skill
<p>I can work confidently in a range of contexts.</p> <p>I can model my ideas using prototypes and pattern pieces.</p> <p>I can generate innovative ideas drawing on research</p>	<p>I can explain my choice of materials and components according to their properties and qualities.</p> <p>I can produce a list of the tools and materials I will need.</p> <p>I can create step-by-step plans as a guide to making.</p> <p>I can accurately measure, mark out, cut and shape materials and components.</p> <p>I can accurately assemble, join and combine materials and components.</p> <p>I can accurately apply a range of finishing techniques</p>	<p>I can identify strengths and areas to develop in my ideas and product.</p> <p>I consider the views of others to improve my work.</p> <p>I can critically evaluate the quality of my product during design and make stages.</p> <p>I can investigate and analyse a wide range of factors prior to, during and after making my product.</p>	<p>I can demonstrate a range of basic and advanced food skills and cooking techniques.</p> <p>I can join and combine a range of ingredients and comment on their success.</p> <p>I know that a healthy diet is made up from a variety and balance of food and drink.</p> <p>I know that different food and drink contain different substances needed for health.</p> <p>I can prepare, cook and evaluate a healthy meal.</p> <p>I can work safely and hygienically.</p> <p>I can use CAMs to create movement in a model.</p>

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			I can investigate cams and understand how they can create movement.
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