

## Component progression

### Design Technology – key themes

Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Everyday products</b>							
	Everyday products are objects that we use every day. These objects have a specific use. Name and explore a range of everyday products and begin to talk about how they are used.	Everyday products are objects that are used routinely at home and school, such as a toothbrush, cup or pencil. All products are designed for a specific purpose. Name and explore a range of everyday products and describe how they are used.	Products can be improved in different ways, such as making them easier to use, more hardwearing or more attractive. Explain how an everyday product could be improved.	Particular products have been designed for specific tasks, such as nail clippers, the spinning top and the cool box. Explain how an existing product benefits the user.	Design features are the aspects of a product's design that the designer would like to emphasise, such as the use of a particular material or feature that makes the product easier to use or more durable. Investigate and identify the design features of a familiar product.	Culture is the language, inventions, ideas and art of a group of people. A society is all the people in a community or group. Culture affects the design of some products. For example, knives and forks are used in the western world, whereas chopsticks are used mainly in China and Japan. The design of products needs to take into account the culture of the target audience. For example, colours might	People's lives have been improved in countless ways due to new inventions and designs. For example, the Morrison shelter, designed by John Baker in 1941, was an indoor air-raid shelter used in over half a million homes during the Second World War. It saved the lives of many people caught in bombing raids. Analyse how an invention or product has significantly changed or

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						mean very different things in different cultures. Explain how the design of a product has been influenced by the culture or society in which it was designed or made.	improved people's lives.
	Sunshine and sunflowers, Let's explore	Moon Zoom, Taxi!	Beach Hut, Push and Pull	Making it Move, Greenhouse	Misty Mountain, winding river, Electrical circuits and conductors, Fresh food, good food	Architecture, Moving mechanisms	Make so and mend, Food for life

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<b>Staying safe</b>							
It is important to listen to adults and follow simple rules and procedures when using equipment and tools. Show an understanding that tools and equipment need to be used safely and collaborate with others when moving large equipment.	Rules keep us safe when using equipment. Safety rules include always listening carefully and following simple instructions, using equipment only for the tasks they are designed for and washing hands before touching food. Follow rules and instructions to keep safe.	Rules are made to keep people safe from danger. Safety rules include always listening carefully and following instructions, using equipment only as and when directed, wearing protective clothing if appropriate and washing hands before touching food. Follow the rules to keep safe during a practical task.	Hygiene rules include washing hands before handling food, cleaning surfaces, tying long hair back, storing food appropriately and wiping up spills. Work safely and hygienically in construction and cooking activities.	Electrical appliances must only be used under the supervision of an adult. Safety rules must also be followed when using electricity: fingers and other objects must not be put into electrical outlets, anything with a cord or plug should never be used around water and a plug should never be pulled out by its cord. Use appliances safely with adult supervision.	Chemicals are used in the home every day. They include cleaning products, such as bleach and disinfectant, but also paints, glues, oils, pesticides and medicines. Most chemical products carry a hazard symbol showing in what way the chemical could be harmful. Chemicals should only be used under adult supervision. Appropriate safety precautions, such as wearing goggles and gloves, working in a well-ventilated room,	Safety features are often incorporated into products that might cause harm. Some examples include the child-safety caps on medicine bottles, seatbelts in cars, covers for electrical sockets and finger guards on doors. Explain the functionality and purpose of safety features on a range of products.	The safety of the user has to be taken into account when designing a new product. Methods to help keep users safe include providing clear instructions for use; clear indication of the age range for which it is designed; safety features (such as child-resistant packaging); warning symbols and electrical safety checks. Demonstrate how their products take into account the safety of the user.

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					wiping up spills and tying back long hair, should be taken. Work safely with everyday chemical products under supervision, such as disinfectant hand wash and surface cleaning spray.		
	Once upon a time	Chop, slice and mash	Muck mess and mixtures, remarkable recipes	Cook well, eat well	Fresh food, good food	Moving mechanisms	Electrical circuits and components

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<b>Mechanisms and movement</b>							
Vehicles and ride-on toys have wheels to help them move. Explore, build and play with a range of resources and construction kits with wheels.	Vehicles and machines have wheels and axles to help them move. Explore, build and play with a range of resources and construction kits	An axle is a rod or spindle that passes through the centre of a wheel to connect two wheels. Use wheels and axles to make a simple moving model.	A mechanism is a device that takes one type of motion or force and produces a different one. A mechanism makes a job easier to do.	Levers consist of a rigid bar that rotates around a fixed point, called a fulcrum. They reduce the amount of work needed to lift a heavy object. Sliders move	Mechanisms can be used to add functionality to a model. For example, sliders or levers can be used in moving pictures, storybooks or simple puppets;	Pneumatic systems use energy that is stored in compressed air to do work, such as inflating a balloon to open a model monster's	

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	with wheels and axles.		Mechanisms include sliders, levers, linkages, gears, pulleys and cams. Use a range of mechanisms (levers, sliders, wheels and axles) in models or products.	from side to side or up and down, and are often used to make moving parts in books. Axles are shafts on which wheels can rotate to make a moving vehicle. Cams are devices that can convert circular motion into up-and-down motion. Explore and use a range of mechanisms (levers, sliders, axles, wheels and cams) in models or products.	linkages in moving vehicles or puppets; gears in motorised vehicles or spinning toys; pulleys in cable cars or transport systems and cams in 3-D moving toys or pictures. Explore and use a range of mechanisms (levers, axles, cams, gears and pulleys) in models or products.	mouth. These effects can be achieved using syringes and plastic tubing. Use mechanical systems in their products, such as pneumatics.	
	Me and my community, once upon a time	Moon Zoom, Taxi!	Push and pull	Making it move	Tomb builders	Moving mechanisms	

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<b>Electricity</b>							
Batteries power some objects. A switch turns them off and on. Explore battery-powered objects using switches to turn them off and on.	Many appliances at home and school need electricity to work. The appliances need to be attached to electricity through a plug and socket, or use batteries. Identify products that use electricity to make them work.				Components can be added to circuits to achieve a particular goal. These include bulbs for lighthouses and torches, buzzers for burglar alarms and electronic games, motors for fairground rides and motorised vehicles and switches for lights and televisions. Incorporate circuits that use a variety of components into models or products. Electrical circuits can be controlled by a simple on/off switch, or by a	Electrical circuits can be controlled by a simple on/off switch, or by a variable resistor that can adjust the size of the current in the circuit. Real-life examples are a dimmer switch for lights or volume control on a stereo. Use electrical circuits of increasing complexity in their models or products, showing an understanding of control.	Computer programs can control electrical circuits that include a variety of components, such as switches, lamps, buzzers and motors. Understand and use electrical circuits that incorporate a variety of components (switches, lamps, buzzers and motors) and use programming to control their products.

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					variable resistor that can adjust the size of the current in the circuit. Real-life examples are a dimmer switch for lights or volume control on a stereo. Use electrical circuits of increasing complexity in their models or products, showing an understanding of control.		
					Electrical circuits and conductors		Electrical circuits and components

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Generation of ideas							
Develop their own ideas and explore a variety of resources, including blocks and construction kits to create 'small worlds'	Create collaboratively, share ideas and use a variety of resources to make products inspired by existing	Design criteria are the explicit goals that a project must achieve. Create a design to meet simple design criteria.	Ideas can be communicated in a variety of ways, including written work, drawings and diagrams, modelling,	Design criteria are the exact goals a project must achieve to be successful. These criteria might include the product's	Annotated sketches and exploded diagrams show specific parts of a design, highlight sections or show	A pattern piece is a drawing or shape used to guide how to make something. There are many different	Design criteria should cover the intended use of the product, age range targeted and final appearance. Ideas can be

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and objects linked to their interests.	products, stories or their own ideas, interests or experiences.		speaking and using information and communication technology. Generate and communicate their ideas through a range of different methods.	use, appearance, cost and target user. Develop design criteria to inform a design.	functions. They communicate ideas in a visual, detailed way. Use annotated sketches and exploded diagrams to test and communicate their ideas.	computer-aided design packages for designing products. Use pattern pieces and computer-aided design packages to design a product.	communicated in a range of ways, including through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Develop design criteria for a functional and appealing product that is fit for purpose, communicating ideas clearly in a range of ways.
	Let's explore	Paws, claws and whiskers, Moon zoom, Chop, slice and mash	Beach hut, Muck, mess and mixtures, Remarkable recipes	Cook well, eat well, green house, Making it move	Electrical circuits and conductors, Fresh food, good food	Architecture	Electrical circuits and components

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Structures							



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Different materials can be used for construction. They have different properties. Make simple structures using a range of materials.	Different materials have different properties and can be used for different purposes. Construct simple structures and models using a range of materials.	Different materials can be used for different purposes, depending on their properties. For example, cardboard is a stronger building material than paper. Plastic is light and can float. Clay is heavy and will sink. Construct simple structures, models or other products using a range of materials.	Shell structures are hollow, 3-D structures with a thin outer covering, such as a box. Frame structures are made from thin, rigid components, such as a tent frame. The rigid frame gives the structure shape and support. Diagonal struts can strengthen the structure. Create shell or frame structures using diagonal struts to strengthen them.	Shell structures are hollow, 3-D structures with a thin outer covering, such as a box. Frame structures are made from thin, rigid components, such as a tent frame. The rigid frame gives the structure shape and support. Diagonal struts can strengthen the structure. Create shell or frame structures using diagonal struts to strengthen them.	A prototype is a mock-up of a design that will look like the finished product but may not be full size or made of the same materials. Shell and frame structures can be strengthened by gluing several layers of card together, using triangular shapes rather than squares, adding diagonal support struts and using 'Jinks' corners (small, thin pieces of card cut into a right-angled triangle and glued over each joint to straighten and strengthen them). Prototype shell	Various methods can be used to support a framework. These include cross braces, guy ropes and diagonal struts. Frameworks can be built using lolly sticks, skewers and bamboo canes. Build a framework using a range of materials to support mechanisms	Strength can be added to a framework by using multiple layers. For example, corrugated cardboard can be placed with corrugations running alternately vertically and horizontally. Triangular shapes can be used instead of square shapes because they are more rigid. Frameworks can be further strengthened by adding an outer cover. Select the most appropriate materials and frameworks for different structures, explaining what

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					and frame structures, showing awareness of how to strengthen, stiffen and reinforce them.		makes them strong
		Moon Zoom, Bright lights, big city	Beach hut, coastline	Beach hut, Green house	Fresh food, good food	Architectures, moving mechanisms	A child's war

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Use of ICT							
Seek support from adults to use digital devices to create a digital record of their creations.	Digital devices can be used to share information about creations with others. Use digital devices to take digital images or recordings of their creations to share with others.				Remote control is controlling a machine or activity from a distance. Computers can be used to remotely control a device, such as a light, speaker or buzzer. Write a program to control a physical device, such as a light, speaker or buzzer. covered x 2optional		Computer monitoring uses sensors as a scientific tool to record information about environmental changes over time. Computer monitoring can also log data from sensors and record the resulting information in a table or graph. Use a sensor to monitor an environmental variable, such as temperature, sound or light.
					Electrical circuits and conductors		Electrical circuits and components

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<b>Investigation</b>							
Tools have different purposes. For example, scissors are used for cutting and glue is used for sticking. Explore simple tools within practical tasks and experiment with joining materials.	Different tools are needed for different tasks. For example, pencils and paper are needed for drawing pictures. Choose and explore appropriate tools for simple practical tasks.	Specific tools are used for particular purposes. For example, scissors are used for cutting and glue is used for sticking. Select the appropriate tool for a simple practical task.	Different tools have characteristics that make them suitable for specific purposes. For example, scissors are used for cutting paper because they have sharp, metal blades that can cut through thin materials. Select the appropriate tool for a task and explain their choice.	Specific tools can be used for cutting, such as saws. Wood can be joined using glue, nails, staples, or a combination of these. Safety rules must be followed to prevent injury from sharp blades. These rules include using a bench hook to keep the wood still, using a junior hacksaw with a pistol grip and working under adult supervision. Use tools safely for cutting and joining materials and components.		There are many rules for using tools safely and these may vary depending on the tools being used. For example, someone using a chisel should chip or cut with the cutting edge pointing away from their body. All tools should be cleaned and put away after use, and should not be used if they are loose or cracked. Name and select increasingly appropriate tools for a task and use them safely.	Precision is important in producing a polished, finished product. Correct selection of tools and careful measurement can ensure the parts fit together correctly. Select appropriate tools for a task and use them safely and precisely.
		Chop, slice and mash	The scented garden, Beach	Making it move, Green house		Moving mechanisms	Make so and mend

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			hut, remarkable recipes				

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<b>Evaluation</b>							
Different aspects of designing and making can be discussed with others. Share their creations with others and respond to questions and suggestions about how it was made.	Recognise that it is possible to change and alter their designs and ideas as they are making them. Adapt and refine their work as they are constructing and making.	A strength is a good quality of a piece of work. A weakness is an area that could be improved. Talk about their own and each other's work, identifying strengths or weaknesses and offering support.	Finished products can be compared with design criteria to see how closely they match. Improvements can then be planned. Explain how closely their finished products meet their design criteria and say what they could do better in the future.	Asking questions can help others to evaluate their products, such as asking them whether the selected materials achieved the purpose of the model. Suggest improvements to their products and describe how to implement them, beginning to take the views of others into account.	Evaluation can be done by considering whether the product does what it was designed to do, whether it has an attractive appearance, what changes were made during the making process and why the changes were made. Evaluation also includes suggesting improvements and explaining why they should be made. Identify what has worked well	Testing a product against the design criteria will highlight anything that needs improvement or redesign. Changes are often made to a design during manufacture. Test and evaluate products against a detailed design specification and make adaptations as they develop the product.	Design is an iterative process, meaning alterations and improvements are made continually throughout the manufacturing process. Evaluating a product while it's being manufactured, and explaining these evaluations to others, can help to refine it. Demonstrate modifications made to a product as a result of ongoing evaluation by

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					and what aspects of their products could be improved, acting on their own suggestions and those of others when making improvements.		themselves and to others.
Once upon a time	Ready Steady Grow	Moon Zoom!, Taxi!, Chop, slice & Mash	Beach hut, remarkable recipes	Making it move, Greenhouse	Tomb builders, Electrical circuits and conductor	Moving mechanisms	Food for life, Electrical circuits and components

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Cutting and joining textiles							
		<p>Scissors are used to cut fabrics.</p> <p>Glue and simple stitches, such as running stitch, can be used to join fabrics.</p> <p>Running stitch is made by passing a needle in and out of fabric at an even distance. Cut and join textiles using glue and simple stitches.</p>			<p>A loom is a piece of equipment that is used for making fabric by weaving wool or thread. Weaving involves interlacing pieces of thread or yarn. Cut and join wools, threads and other materials to a loom.</p>		<p>A running stitch is a basic stitch that is used to join fabric. It is made by passing a needle in and out of fabric at an even distance. Use different methods of joining fabrics, including glue and running stitch.</p> <p>A hem runs along the edge of a piece of cloth or clothing. It is made by turning under a raw edge and sewing to give a neat and quality finish. Hand sew a hem or seam using a running stitch.</p> <p>Pinning with dressmaker pins and tacking with</p>

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							quick, temporary stitches holds fabric together in preparation for and during sewing. Pin and tack fabrics in preparation for sewing and more complex pattern work.
		Funny faces and fabulous features			Warp and weft		Make do and mend



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<b>Materials for purpose</b>							
Explore and choose freely from a variety of materials when making.	Different materials are suitable for different purposes, such as construction kits for modelling and ingredients for baking. Select appropriate materials when constructing and making.	Different materials are suitable for different purposes, depending on their specific properties. For example, glass is transparent, so it is suitable to be used for windows. Select and use a range of materials, beginning to explain their choices.	Properties of components and materials determine how they can and cannot be used. For example, plastic is shiny and strong but it can be difficult to paint. Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect.	Materials for a specific task must be selected on the basis of their properties. These include physical properties as well as availability and cost. Plan which materials will be needed for a task and explain why.	Different materials and components have a range of properties, making them suitable for different tasks. It is important to select the correct material or component for the specific purpose, depending on the design criteria. Recipe ingredients have different tastes and appearances. They look and taste better and are cheaper when in season. Choose from a range of materials, showing an understanding	Materials should be cut and combined with precision. For example, pieces of fabric could be cut with sharp scissors and sewn together using a variety of stitching techniques. Select and combine materials with precision.	It is important to understand the characteristics of different materials to select the most appropriate material for a purpose. This might include flexibility, waterproofing, texture, colour, cost and availability. Choose the best materials for a task, showing an understanding of their working characteristics.

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					of their different characteristics.		
		Paws, claws and whiskers	The scented garden, Beach hut	Making it move, Greenhouse	Tomb building, Misty Mountain, Winding River	Allotment,	A child's war, make do and mend

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Decorating and embellishing textiles							
		Fabric can be decorated using materials and small objects, such as buttons and sequins. Decorations can be attached to the fabric by gluing, stapling or tying. Use gluing, stapling or tying to decorate fabric, including buttons and sequins.					Fastenings hold a piece of clothing together. Types of fastenings include zips, press studs, Velcro and buttons. Use different methods of fastening for function and decoration, including press studs, Velcro and buttons.
		Funny faces and fabulous features					Make do and mend

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Food preparation and cooking							
	A recipe is set of instructions for preparing a dish and includes a list of the ingredients required. Follow	Using non-standard measures is a way of measuring that does not involve reading scales.	Some ingredients need to be prepared before they can be cooked or eaten. There are many ways to	Preparation techniques for savoury dishes include peeling, chopping, deseeding, slicing, dicing,	Cooking techniques include baking, boiling, frying, grilling and roasting. Identify and use a range	Sweet dishes are usually desserts, such as cakes, fruit pies and trifles. Savoury dishes usually have a salty or	Ingredients can usually be bought at supermarkets, but specialist shops may stock different items.

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	instructions, including simple recipes, that include measures and ingredients.	For example, weight may be measured using a balance scale and lumps of plasticine. Length may be measured in the number of handspans or pencils laid end to end. Measure and weigh food items using non-standard measures, such as spoons and cups.	prepare ingredients: peeling skins using a vegetable peeler, such as potato skins; grating hard ingredients, such as cheese or chocolate; chopping vegetables, such as onions and peppers and slicing foods, such as bread and apples. Prepare ingredients by peeling, grating, chopping and slicing.	grating, mixing and skinning. Prepare and cook a simple savoury dish.	of cooking techniques to prepare a simple meal or snack.	spicy flavour rather than a sweet one. Use an increasing range of preparation and cooking techniques to cook a sweet or savoury dish.	Greengrocers sell fruit and vegetables, butchers sell meat, fishmongers sell fresh fish and delicatessens usually sell some unusual prepared foods, as well as cold meats and cheeses. Follow a recipe that requires a variety of techniques and source the necessary ingredients independently.
	Ready, steady grow	Chop, slice and mash	Remarkable recipes	Cook well, eat well	Fresh food, good food	Eat the seasons, allotment	A child's war, food for life

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<b>Origins of food</b>							
Food can come from plants or animals. Explore	Food comes from different sources,	Some foods come from animals, such as	Food comes from two main sources: animals	The types of food that will grow in a	Particular areas of the world have conditions	Seasonality is the time of year when the	Organic produce is food that has been grown

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and try a range of foods and suggest where they come from.	including from animals, such as meat, fish, eggs and dairy, or from plants, such as fruit and vegetables. Begin to identify the origins of some foods.	meat, fish and dairy products. Other foods come from plants, such as fruit, vegetables, grains, beans and nuts. Sort foods into groups by whether they are from an animal or plant source.	and plants. Cows provide beef, sheep provide lamb and mutton and pigs provide pork, ham and bacon. Examples of poultry include chickens, geese and turkeys. Examples of fish include cod, salmon and shellfish. Milk comes mainly from cows but also from goats and sheep. Most eggs come from chickens. Honey is made by bees. Fruit and vegetables come from plants. Oils are made from parts of plants. Sugar is made from plants called sugar cane and sugar beet. Plants also	particular area depend on a range of factors, such as the rainfall, climate and soil type. For example, many crops, such as potatoes and sugar beet, are grown in the south-east of England. Wheat, barley and vegetables grow well in the east of England. Identify and name foods that are produced in different places.	suited to growing certain crops, such as coffee in Peru and citrus fruits in California in the United States of America. Identify and name foods that are produced in different places in the UK and beyond.	harvest or flavour of a type of food is at its best. Buying seasonal food is beneficial for many reasons: the food tastes better; it is fresher because it hasn't been transported thousands of miles; the nutritional value is higher; the carbon footprint is lower, due to reduced transport; it supports local growers and is usually cheaper. Describe what seasonality means and explain some of the reasons why it is beneficial.	without the use of man-made fertilisers, pesticides, growth regulators or animal feed additives. Organic farmers use crop rotation, animal and plant manures, hand-weeding and biological pest control. Explain how organic produce is grown.

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			give us nuts, such as almonds, walnuts and hazelnuts. Identify the origin of some common foods (milk, eggs, some meats, common fruit and vegetables).				
Sparkle and shine	Ready, steady grow	Chop, slice and mash	Muck, mess and mixtures, remarkable recipes	Cook well, eat well	Fresh food, good food	Sow, grow and farm, Eat the seasons, Allotment	Food for life

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Compare and contrast							
Share their creations with others and begin to notice how the work of others is the same or different to their own.	Aspects of designing and making can be compared with others, including inspiration for making a product and the tools and techniques used. Describe what, why and how something was	Two products can be compared by looking at a set of criteria and scoring both products against each one. Describe the similarities and differences between two products.		Work from different designers can be compared by assessing specific criteria, such as their visual impact, fitness for purpose and target market. Explain the similarities and	A comparison table can be used to compare products by listing specific criteria on which each product can be judged or scored. Create and complete a comparison table to	A focus group is a small group of people whose reactions and opinions about a product are taken and studied. Evaluations can be made by asking product users a selection of questions to	Products and inventions can be compared using a range of criteria, such as the impact on society, ease of use, appearance and value for money. Create a detailed comparative report about

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	made and compare with others.			difference between the work of two designers.	compare two or more products.	obtain data on how the product has met its design criteria. Survey users in a range of focus groups and compare results.	two or more products or inventions.
		Taxi!		Greenhouse	Electrical circuits and conductors	Moving mechanisms	Make do and mend, Food for life