

Skills Matrix by Subject Design Technology	AUT	AUT	SPR	SPR	SUM	SUM
Design Technology						
Investigation Year 1	1	2	1	2	1	2
Dt1 Explore the sensory qualities of materials						
Dt2 Explore ways to construct models						
Observation Year 1						
Dt3 Identify a target group for what they intend to design and make						
Dt4 Recognise how structures can be made stronger, stiffer and more stable						
Application Year 1						
Dt5 Generate and talk about their own ideas						
Dt6 Follow safe procedures						
Dt7 Take account of simple properties of materials when deciding how to cut, shape, combine and join them						
Dt8 Use tools and materials with help						
Investigation Year 2						
Dt9 Explore a range of existing products						
Dt10 Discover where foods come from in choosing, preparing and tasting different dishes						
Observation Year 2						
Dt11 Identify a purpose for what they intend to design and make						
Dt12 Identify simple design criteria then plan what to do next, using a variety of methods						
Dt13 Observe and take account of properties of materials when deciding how to cut, shape, combine and join them						
Dt14 Identify what they could have done differently or how they could improve their work in the future						
Application Year 2						
Dt15 Evaluate a range of existing products						
Dt16 Communicate their ideas using a variety of methods e.g. drawing, making mock-ups, ICT						
Dt17 Measure, mark, cut out and shape a range of materials						
Dt18 Use mechanisms in their products e.g. wheels, sliders						
Dt19 Use simple finishing techniques						
Dt20 Talk about their ideas, saying what they like and dislike, and evaluate against their design criteria						
Investigation Year 3						
Dt21 Generate, develop and explain ideas for products to meet a range of needs						
Dt22 Explore ways of meeting design challenges with a food focus using a range of cooking techniques						
Observation Year 3						
Dt23 Identify a purpose and establish criteria for a successful product						
Dt24 Evaluate work, adapting and improving where appropriate						
Application Year 3						
Dt25 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes						
Dt26 Selecting appropriate tools and techniques, name and describe them						
Dt27 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with some accuracy						
Investigation Year 4						
Dt28 Use research to inform their design						
Dt29 Explore ways of meeting design challenges with a textile focus						
Observation Year 4						
Dt30 Evaluate work, adapting and improving through the views of others to improve their work						
Application Year 4						
Dt31 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes						
Dt32 Select from and use a range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities						
Dt33 Join and combine materials and components accurately in temporary and permanent ways						
Dt34 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with increasing accuracy						
Investigation Year 5						
Dt35 Investigate ways of meeting design challenges with a construction focus						
Dt36 Investigate how the work of individuals in design and technology has helped to shape the world						
Observation Year 5						
Dt37 Identify users' views and take these into account						
Dt38 Analyse a range of existing products						
Dt39 Estimate and measure using appropriate instruments and units						
Application Year 5						
Dt40 Plan what they have to do, including how to use materials, equipment and processes						
Dt41 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design						
Dt42 Apply knowledge of mechanical and electrical control when designing and making functional products						
Dt43 Refine sequences of instructions to control events or make things happen						
Investigation Year 6						
Dt44 Explore alternative ways of making their product, if first attempts fail						
Observation Year 6						
Dt45 Check work as it develops and modify as necessary						
Dt46 Evaluate their products, identifying strengths and areas for development, and make appropriate changes						
Application Year 6						
Dt47 Draw on and use various sources of information, including ICT sources						
Dt48 Generate and clarify ideas for products, considering intended purpose						
Dt49 Plan what they have to do, suggesting a sequence of actions and alternatives if needed						
Dt50 Choose how to communicate design ideas as they develop, considering use and purpose						
Dt51 Select from a wide range of tools and equipment to perform practical tasks accurately						