

Design Technology

Programme of Study	Year 5 Milestones
Designing: Understanding contexts, users and purposes	Work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment.
	Pupils should design with the user in mind.
	Describe the purpose of their products.
	Explain how particular parts of their products work
	Gather information about the needs and wants of particular individuals and groups.
	Develop their own design criteria and use these to inform their Ideas.
	Ensure designs have a high quality finish.
Designing: Generating, developing, modelling and communicating ideas	Share and clarify ideas through discussion
	Model ideas using prototypes.
	Use annotated sketches for communicate ideas.
	Generate realistic ideas, focusing on the needs of the user.
	Make design decisions that take account of the availability of resources
Making: Planning Practical	Select tools and equipment suitable for the task
	Select materials and components suitable for the task with some help.
	Begin to explain choices of materials and components.
	Be able to order the main stages of making.
	Explain their choice of tools and equipment with some help.
Making: Practical skills and techniques	Follow procedures for safety and hygiene
	Use a wider range of materials and components than KS1, including textiles and food ingredients
	Measure, mark out, cut and shape materials and components with some accuracy
	Measure, mark out, cut and shape materials and components with some help.
	Accurately assemble and join some materials.
	Begin to apply a range of finishing techniques

Making products work	How to use learning from mathematics to help design and make products that work.
	The correct technical vocabulary for the projects they are undertaking.
	That a single fabric shape can be used to make a 3D textiles product.
	How mechanical systems such as cams or pulleys or gears create movement.
	That a recipe can be adapted a number of ways by adding ingredients
Evaluating: Own ideas and products	Identify the strengths and areas for development in their ideas and products with support.
	Refer to their design criteria as they design and make.
	Use their design criteria to evaluate their completed products in detail.
Evaluating: Existing products	How well products have been designed and how well they have been made.
	How well products meet user needs and wants.
	Why materials have been chosen.
	Whether products can be recycled or reused.
Cooking and nutrition: Where food comes from	That a recipe can be adapted a by adding or substituting one or more ingredients

