



- To explore different materials freely, in order to develop my ideas about how to use them and what to make.
- To make things with a range of materials.

- To select from, and use, a range of materials and components e.g. construction material, textiles and ingredients.
- To make a product that moves.

- To join things (materials, components) in different ways.
- To use accurate measurements so that everything is precise.

- To use a range of materials and tools and teach with care and precision.

- To use my tools safely, including cutting tools.

- To choose the best tools and materials.
- To measure materials to use in a model or structure.
- To discuss why I have selected the tools and materials for my products and use them carefully.

- Interior designer
- Architect
- Graphic designer
- Engineer
- Animator
- Art director
- Advertising
- Fashion designer
- Photographer
- Film and video editor
- Web design
- Exhibition designer
- CAD technician
- Computer games designer/tester
- Kitchen designer
- Costume designer
- Illustrator
- Furniture designer

materials,
construct, tools,
care, ideas, make



make, product,
move, select, use,
range, materials,
components,
textiles,
construction



choose, best,
tools, materials,
join, components,
different,
measure, make,
structure, model,
purpose



Previously, I have learnt...

In Year 2, I am learning...

In the future, I will learn...

My future...

- To explore different materials freely, in order to develop my ideas about how to use them and what to make.
- To select from, and use, a range of materials and components e.g. construction material, textiles and ingredients.
- To make a product that moves.

- To join things (materials, components) in different ways.

- To select from, and use, a wider range of materials and components to make sure my product looks attractive.

- To use a range of materials and tools and teach with care and precision.
- To use my tools safely, including cutting tools.

- To choose the best tools and materials.
- To measure materials to use in a model or structure.

- To select and safely use a wider range of tools to use when making my product.
- To discuss why I have selected the tools and materials for my products and use them carefully
- To accurately measure and form the sections of my product making cuts and holes.
- To use accurate measurements so that everything is precise.

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- Computer games designer/tester
- Kitchen designer
- Costume designer
- Illustrator
- Furniture designer

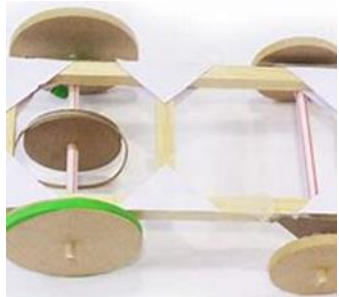
make, product, move, select, use, range, materials, components, textiles, construction



choose, best, tools, materials, join, components, different, measure, make, structure, model



tools, select, use, materials, components, construction, materials, textiles, ingredients, product



Previously, I have learnt...

- To explore different materials freely, in order to develop my ideas about how to use them and what to make.
- To select from, and use, a range of materials and components e.g. construction material, textiles and ingredients.
- To join things (materials, components) in different ways.

- To use a range of materials and tools and teach with care and precision.
- To use my tools safely, including cutting tools.
- To choose the best tools and materials.

- To measure materials to use in a model or structure

In Year 3, I am learning...

- To select from, and use, a wider range of materials and components to make sure my product looks attractive.

- To select and safely use a wider range of tools to use when making my product.

- To accurately measure and form the sections of my product making cuts and holes.

In the future, I will learn...

- To explain and demonstrate why I have selected specific materials.

- To discuss why I have selected the tools and materials for my products and use them carefully .
- To expertly use appropriate tools and materials for my products and understand why these are being used.

- To use accurate measurements so that everything is precise.

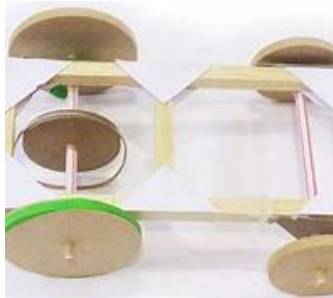
My future...

- Interior designer
- Architect
- Graphic designer
- Engineer
- Animator
- Art director
- Advertising
- Fashion designer
- Photographer
- Film and video editor
- Web design
- Exhibition designer
- CAD technician
- Computer games designer/tester
- Kitchen designer
- Costume designer
- Illustrator
- Furniture designer

choose, best, tools, materials, join, components, different, measure, make, structure, model



tools, select, use, materials, components, construction, materials, product, measure, cuts, holes



discuss, tools, materials, select, benefits, properties, texture, design, make, measure, equipment, safety



Previously, I have learnt...

In Year 4, I am learning...

In the future, I will learn...

My future...

- To explore different materials freely, in order to develop my ideas about how to use them and what to make.
- To select from, and use, a wider range of materials and components to make sure my product looks attractive.

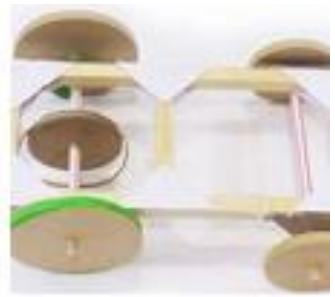
- To use a range of materials and tools and teach with care and precision.
- To choose the best tools and materials.
- To select and safely use a wider range of tools to use when making my product.

- To discuss why I have selected the tools and materials for my products and use them carefully .

- To expertly use appropriate tools and materials for my products and understand why these are being used.
- To explain and demonstrate why I have selected specific materials.

- Interior designer
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- Costume designer
- Illustrator
- Furniture designer

tools, select, use, materials, components, construction, materials, product, measure



discuss, tools, materials, select, benefits, properties, texture, design, make, measure, equipment, safety



make, tools, appropriate, materials, products, materials, properties, use



Previously, I have learnt...

In Year 5, I am learning..

In the future, I will learn..

My future...

- To make a product that moves.
- To join things (materials, components) in different ways.

- To make a prototype.

- To create a simple computer program to monitor and control my product.

- To accurately measure and form the sections of my product making cuts and holes.
- To measure materials to use in a model or structure.

- To use accurate measurements so that everything is precise.

- To use a range of materials and tools and teach with care and precision.
- To choose the best tools and materials.
- To select and safely use a wider range of tools to use when making my product.

- To expertly use appropriate tools and materials for my products and understand why these are being used.

- To explain and demonstrate why I have selected specific materials.

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- Computer games designer/tester
- Kitchen designer
- Costume designer
- Illustrator
- Furniture designer

discuss, tools, materials, select, benefits, properties, texture, design, make, measure, equipment, safety



make, tools, appropriate, materials, products, prototype, measure, accurate, precise



make, design, justify, materials, specific, purpose, properties, specific, follow, plan, success, monitor, control



Design and Technology: Year 6
C: Make

Previously, I have learnt...

In Year 6, I am learning..

In the future, I will learn...

My future...

- To make a product that moves.
- To join things (materials, components) in different ways.
- To make a prototype.

- To create a simple computer program to monitor and control my product.

- To select and use specialist tools, techniques, equipment and machinery precisely, including computer-aided manufacture.

- To use a range of materials and tools and teach with care and precision.
- To choose the best tools and materials.
- To select and safely use a wider range of tools to use when making my product.
- To expertly use appropriate tools and materials for my products and understand why these are being used.

- To explain and demonstrate why I have selected specific materials.

- To select and use a wider, more complex range of materials, components and ingredients, taking into account their properties

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- Computer games designer/tester
- Kitchen designer
- Costume designer
- Illustrator
- Furniture designer

discuss, tools, materials, select, benefits, properties, texture, design, make, measure, equipment, safety, prototype,



make, design, justify, materials, specific, purpose, properties, specific, follow, plan, success, monitor, control



materials, components, ingredients, equipment, specialist, tools, complex, machinery

