

Milestones



St Paschal Baylon
Catholic Primary School
Following In The Footsteps Of Christ

Strands	Year 4	Year 5	Year 6
Design	<ul style="list-style-type: none"> - Think ahead about the order of their work and decide upon tools and materials. - Propose realistic suggestions as to how they can achieve their design ideas. - Consider aesthetic qualities of materials chosen. - Use CAD where appropriate. 	<ul style="list-style-type: none"> - List tools needed before starting the activity. - Plan the sequence of work e.g. using a storyboard. - Record ideas using annotated diagrams. - Use models, kits and drawings to help formulate design ideas. - Combine modelling and drawing to refine ideas. 	<ul style="list-style-type: none"> - Devise step by step plans which can be read / followed by someone else. - Use exploded diagrams and cross-sectional diagrams to communicate ideas. - Sketch and model alternative ideas. - Decide which design idea to develop.
Practice	<ul style="list-style-type: none"> - Use prototypes to develop and share ideas. - Plan the stages of the making process. 	<ul style="list-style-type: none"> - Make prototypes. - Cut accurately and safely to a marked line. - Use a computer to model ideas. 	<ul style="list-style-type: none"> - Make prototypes. - Use a computer to model ideas.
Make	<ul style="list-style-type: none"> - Use tools with accuracy. - Select from techniques for different parts of the process. - Select from materials according to their functional properties. - Use appropriate finishing techniques. 	<ul style="list-style-type: none"> - Develop one idea in depth. - Use researched information to inform decisions. - Produce detailed lists of ingredients/ components/ materials and tools. 	<ul style="list-style-type: none"> - Select from and use a wide range of materials. - Use appropriate finishing techniques for the project. - Refine their product – review and rework/improve.
Evaluate	<ul style="list-style-type: none"> - Decide which design idea to develop. - Consider and explain how the finished product could be improved. - Discuss how well the finished product meets the design criteria of the user. - Investigate key events and individuals in Design and Technology. 	<ul style="list-style-type: none"> - Research and evaluate existing products (including book and web based research). - Consider user and purpose. - Identify the strengths and weaknesses of their design ideas. - Give a report using correct technical vocabulary. 	<ul style="list-style-type: none"> ■ Consider and explain how the finished product could be improved related to design criteria. ■ Discuss how well the finished product meets the design criteria of the user. Test on the user! ■ Understand how key people have influenced design.

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Enrichment Experiences	<ul style="list-style-type: none"> - Imagine That – electricity Wavertree - Morrisons -textiles 	<ul style="list-style-type: none"> - Local community catering - School DT link St Julies & SFX (gears) 	<ul style="list-style-type: none"> - Local community parents with catering businesses etc. - Go fly your kite workshop
Key Designers	<ul style="list-style-type: none"> - Paul Gregory- NY Times Sq luminous ball - Stella McCartney – Fashion Designer - Mary Berry –Chef 	<ul style="list-style-type: none"> - Lorraine Pascale-Chef - Larry Wood – Hotwheels - Hrag Nassanian – Nike Bag Design 	<ul style="list-style-type: none"> - Jamie Oliver- Chef - Barbara Meyer- Kite Designer - John Spinello – ‘Operation’ designer
Key Vocabulary	Appealing, Cross-sectional, Design criteria, Innovative, Relevant context, Reinforce, Evaluate, Design brief	Characteristics, Criteria, Design specification, Finishing techniques, Fit for purpose, Pattern pieces, Research, User, Monitor, Aesthetic qualities	Functionality, Innovation, Relevant context, Purpose, Decision, Materials, Authentic and Reinforce.