Skill	Y3\4 Cycle B	Y3\4 Cycle A	Y5\6 Cycle B	Y5\6 Cycle A
Design, make, evaluate and improve	Produce designs with a clear purpose having explored needs	Refine methods and design as work progresses, constantly reassessing design	Design by considering the user, prioritising good function before profit	Produce a good quality finish to products using art techniques
	Select materials carefully to suit the design and use	Use computer packages to design and model products	Produce several prototypes each building upon the previous to optimise design	Include design processes such as prototypes, cross-sectional diagrams and CAD
Textiles	Use correct stitch to join materials		use a variety of stitching techniques to join fabrics.	
	add decorative finish using a suitable technique		understand the purpose of and include a seam allowance.	
Construction / Materials	Select appropriate techniques to construct products	Use suitable cutting and shaping techniques		Cut with precision and produce a good finish
		Choose suitable joining techniques		Select appropriate tools to cut and shape a particular type of material
Food	use correct utensils to hygenically prepare food		Understand how to store and handle food ingredients properly.	
	combine and/or cook		Invent and modify own recipes including ingredients, methods, cooking times and temperatures	

Electrical and electronics		Construct series and parallel circuits		Create circuits using electronics kits that combine a number of parts (e.g. LEDs, resistors, chips etc.)
Mechanics		apply understanding of how forces can be transferred to select a suitable mechanism for a product eg levers, winding mechanism, pulleys and gears.		Combine electronics and mechanics to produce original designs
				Use cams to change a rotation into a push/pull movement
Historical inspiration	Know the work of some recognised designers in all areas of study (including pioneers in horticultural techniques to stimulate ideas for designs)	Make improvements to established designs and be able to explain why.	Combine designs from several significant designers explaining the selections.	Start with existing designs and invent improved ones
		Disassemble designs to discover how they work.		Evaluate the design of products and identify possible further changes to improve its performance