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| Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| **To design, make, evaluate and improve:** |
| • Design products that have a clear purpose and an intended user. | • Make products, refining the design as work progresses.• Use software to design. | • Design with purpose by identifying opportunities to design.• Make products by working efficiently (such as by carefully selecting materials).• Refine work and techniques as work progresses, evaluating the end product design. | • Design with purpose by identifying opportunities to design.• Make products by working efficiently • Refine work and techniques as work progresses, continually evaluating the product design.• Use software to design and represent product designs. | • Design with the user in mind, motivated by the service a product will offer.• Make products through stages of prototypes, making continual refinements.• Ensure products have a high quality finish, using art skills where appropriate. | • Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).• Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.  |
| **To take inspiration from design throughout history:** |
| • Explore objects and designs to identify likes and dislikes of the designs.• Suggest improvements to existing designs. | • Explore objects and designs to identify likes and dislikes of the designs.• Suggest improvements to existing designs.• Explore how products have been created. | • Identify some of the great designers in all of the areas of study to generate ideas for designs.• Improve upon existing designs, giving reasons for choices. | • Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.• Disassemble products to understand how they work. | • Combine elements of design from a range of inspirational designers throughout history.• Create innovative designs that improve upon existing products. | • Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.• Evaluate the design of products to suggest improvements to the user experience.  |