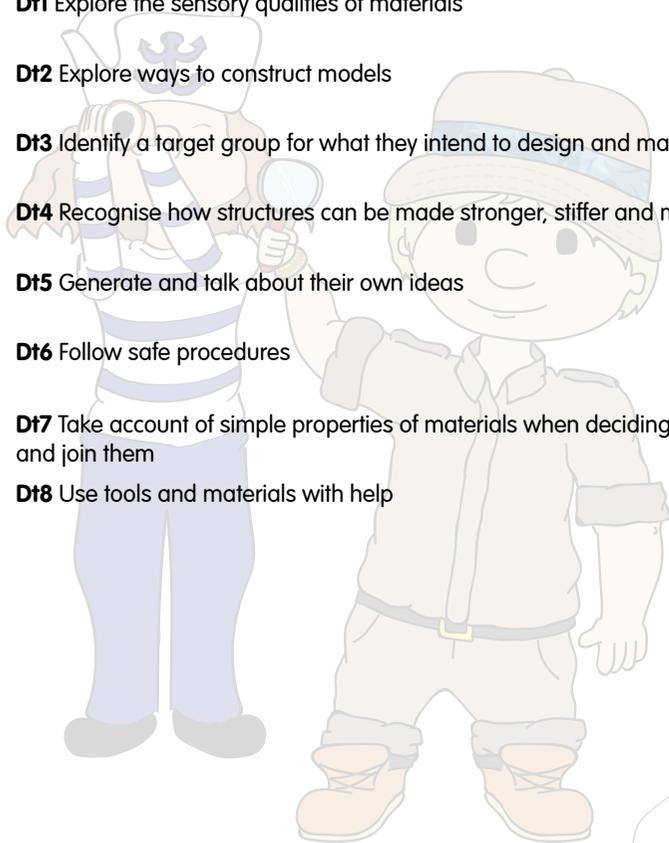


Design Technology Skills Ladder

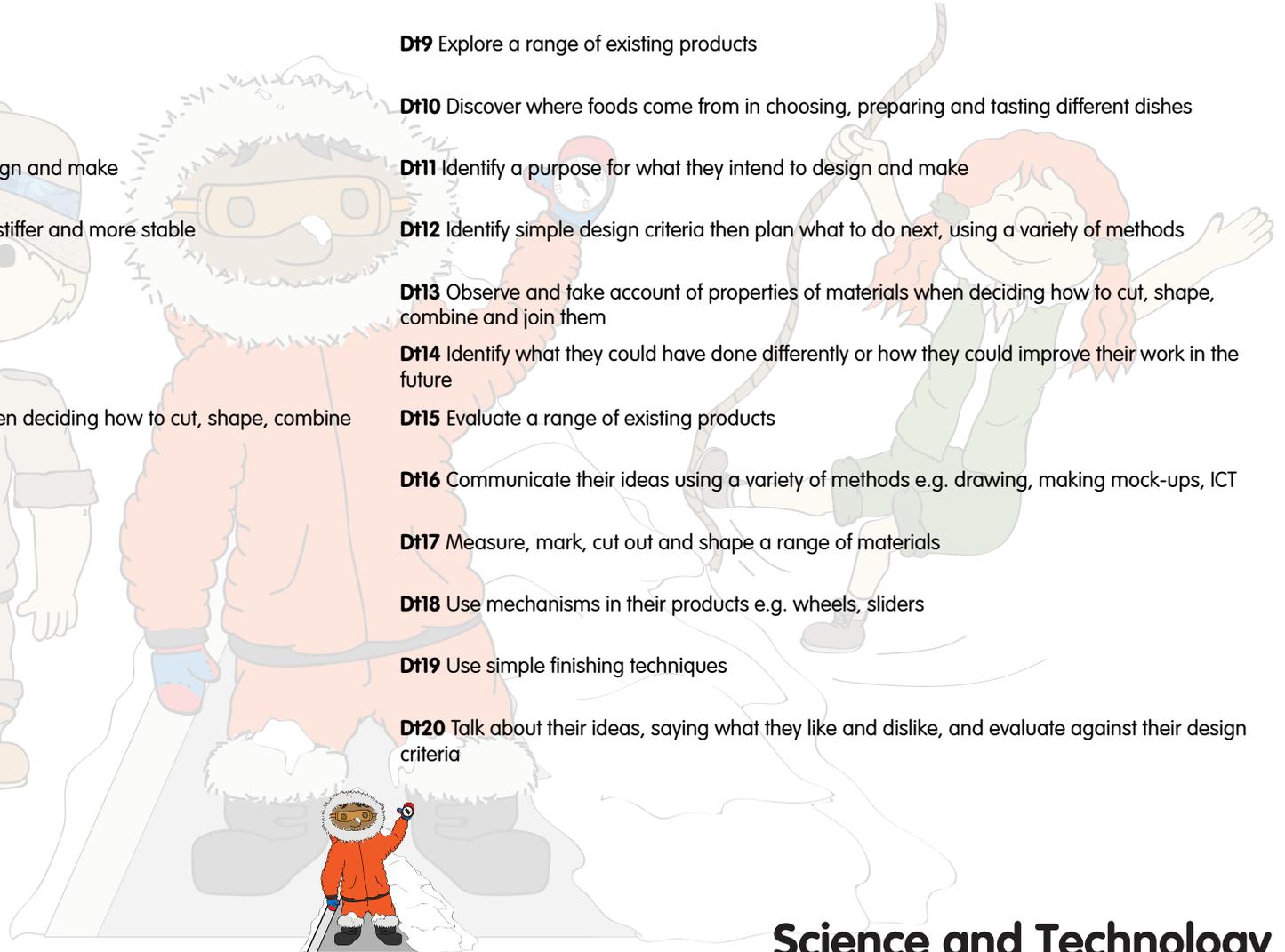
Pathfinders 1

- Dt1** Explore the sensory qualities of materials
- Dt2** Explore ways to construct models
- Dt3** Identify a target group for what they intend to design and make
- Dt4** Recognise how structures can be made stronger, stiffer and more stable
- Dt5** Generate and talk about their own ideas
- Dt6** Follow safe procedures
- Dt7** Take account of simple properties of materials when deciding how to cut, shape, combine and join them
- Dt8** Use tools and materials with help



Pathfinders 2

- Dt9** Explore a range of existing products
- Dt10** Discover where foods come from in choosing, preparing and tasting different dishes
- Dt11** Identify a purpose for what they intend to design and make
- Dt12** Identify simple design criteria then plan what to do next, using a variety of methods
- Dt13** Observe and take account of properties of materials when deciding how to cut, shape, combine and join them
- Dt14** Identify what they could have done differently or how they could improve their work in the future
- Dt15** Evaluate a range of existing products
- Dt16** Communicate their ideas using a variety of methods e.g. drawing, making mock-ups, ICT
- Dt17** Measure, mark, cut out and shape a range of materials
- Dt18** Use mechanisms in their products e.g. wheels, sliders
- Dt19** Use simple finishing techniques
- Dt20** Talk about their ideas, saying what they like and dislike, and evaluate against their design criteria



Design Technology Skills Ladder

Adventurers 1

- Dt21** Generate, develop and explain ideas for products to meet a range of needs
- Dt22** Explore ways of meeting design challenges with a food focus using a range of cooking techniques
- Dt23** Identify a purpose and establish criteria for a successful product
- Dt24** Evaluate work, adapting and improving where appropriate
- Dt25** Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes
- Dt26** Selecting appropriate tools and techniques, name and describe them
- Dt27** Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with some accuracy

Adventurers 2

- Dt28** Use research to inform their design
- Dt29** Explore ways of meeting design challenges with a textile focus
- Dt30** Evaluate work, adapting and improving through the views of others to improve their work
- Dt31** Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes
- Dt32** Select from and use a range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
- Dt33** Join and combine materials and components accurately in temporary and permanent ways
- Dt34** Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with increasing accuracy

Design Technology Skills Ladder

Navigators 1

Dt135 Investigate ways of meeting design challenges with a construction focus

Dt136 Investigate how the work of individuals in design and technology has helped to shape the world

Dt137 Identify users' views and take these into account

Dt138 Analyse a range of existing products

Dt139 Estimate and measure using appropriate instruments and units

Dt140 Plan what they have to do, including how to use materials, equipment and processes

Dt141 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Dt142 Apply knowledge of mechanical and electrical control when designing and making functional products

Dt143 Refine sequences of instructions to control events or make things happen

Navigators 2

Dt144 Explore alternative ways of making their product, if first attempts fail

Dt145 Check work as it develops and modify as necessary

Dt146 Evaluate their products, identifying strengths and areas for development, and make appropriate changes

Dt147 Draw on and use various sources of information, including ICT sources

Dt148 Generate and clarify ideas for products, considering intended purpose

Dt149 Plan what they have to do, suggesting a sequence of actions and alternatives if needed

Dt150 Choose how to communicate design ideas as they develop, considering use and purpose

Dt151 Select from a wide range of tools and equipment to perform practical tasks accurately