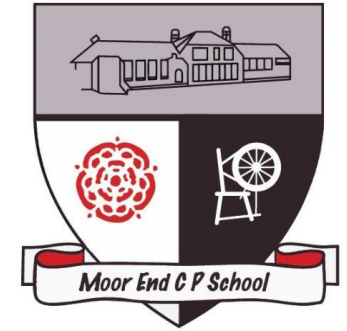


Design and Technology (DT) End Points



E A R L Y Y E A R S F O U N D A T I O N S T A G E



Early Years Foundation Stage Statements

In Pre School:

- Explore different materials freely, to develop their ideas about how to use them and what to make.
- Develop their own ideas and then decide which materials to use to express them.
- Join different materials and explore different textures
- Explore colour and colour-mixing.

In Reception:

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them
- Create collaboratively, sharing ideas, resources and skills

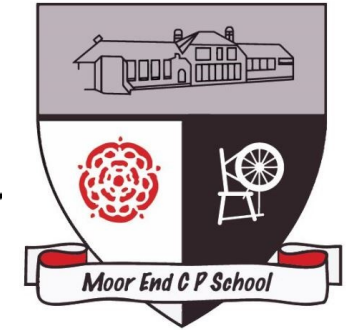
Early Learning Goals:

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function

On completion of Foundation Stage, a young designer at Moor End will be

- Exposed to lots of opportunities to explore a range of materials, developing ideas on how to use them
- Use age-appropriate tools safely, e.g. scissors, cello tape dispenser
- Share ideas with friends, ask purposeful questions and work in pairs or small groups
- Be interested on how to create models and join pieces together
- Able to experiment with materials and junk modelling resources to plan, build and create

Design and Technology (DT) End Points



END OF KEY STAGE 1

National Curriculum Objectives for KS1

Design:

- Design purposeful, functional, appealing products for themselves and other users based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make:

- Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate:

- Explore and evaluate a range of existing products
- Evaluate their ideas and products against design criteria

Technical knowledge:

- Build structures, exploring how they can be made stronger, stiffer and more stable
- Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

On completion of Key Stage 1, a young designer at Moor End will:

- Be exposed to lots of opportunities to explore a range of materials, developing ideas on how to use them
- Share ideas with friends and work collaboratively together to build a product
- Be interested on how to create models and join pieces together
- Able to use tools safely to complete a task
- Been offered the opportunity to develop the skills needed to self-evaluate tasks, talking about what went well and areas for improvement

Design and Technology (DT) End Points

END OF KEY STAGE 2



National Curriculum Objectives for KS2:

Design:

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make:

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate :

- Investigate and analyse a range of existing products
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- understand how key events and individuals in design and technology have helped shape the world

Technical knowledge:

- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]

On completion of Key Stage 2, a young designer at Moor End will:

- Taken time and care in producing a high-quality sketch book, which highlights various skills
- Able to use different tools safely, competently and independently
- Independently and accurately select and use tools and materials to achieve a desired effect
- Have the ability to confidently self-evaluate and confidently talk others through their designs and models
- Enjoy the creative process from researching, developing, creating and taking pride and ownership in the end result