

Pupils not meeting the minimum expected requirements	<h2 style="margin: 0;">Expected requirements Milestone 1</h2> <h3 style="margin: 0;">(Expected standard Year 1 and Year 2)</h3>	Pupils exceeding the minimum expected requirements						
	<p><i>To master practical skills</i></p> <p><i>Food:</i> Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales. Assemble or cook ingredients.</p> <p><i>Materials:</i> Cut materials safely using tools provided. Measure and mark out to the nearest cm. Demonstrate a range of cutting and shaping techniques (tearing, cutting, folding and curling). Demonstrate a range of joining techniques (gluing, hinges or combining materials to strengthen).</p> <p><i>Textiles:</i> Shape using templates. Join using running stitch. Colour and decorate textiles.</p> <p><i>Electricals and electronics:</i> Diagnose faults in battery operated devices (low battery, water damage or battery terminal damage).</p> <p><i>Computing:</i> Model designs using software.</p> <p><i>Construction:</i> Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.</p> <p><i>Mechanics:</i> Create products using levers, wheels and winding mechanisms.</p> <p><i>To design, make, evaluate and improve</i></p> <table border="1" data-bbox="283 1161 1768 1234"> <tr> <td data-bbox="283 1161 844 1234">Design products that have a clear purpose and an intended user.</td> <td data-bbox="844 1161 1390 1234">Make products, refining the design as work progresses.</td> <td data-bbox="1390 1161 1768 1234">Use software to design.</td> </tr> </table> <p><i>To take inspiration from design throughout history</i></p> <table border="1" data-bbox="283 1299 1768 1372"> <tr> <td data-bbox="283 1299 886 1372">Explore objects and designs to identify likes and dislikes of the designs.</td> <td data-bbox="886 1299 1318 1372">Suggest improvements to existing designs.</td> <td data-bbox="1318 1299 1768 1372">Explore how products have been created.</td> </tr> </table>	Design products that have a clear purpose and an intended user.	Make products, refining the design as work progresses.	Use software to design.	Explore objects and designs to identify likes and dislikes of the designs.	Suggest improvements to existing designs.	Explore how products have been created.	
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