

3. Design and Technology Milestone 1 Record Sheet Class

Pupils not meeting the minimum expected requirements	Expected requirements Milestone 1 (Expected standard Year 1 and Year 2)			Pupils exceeding the minimum expected requirements	
	<i>To master practical skills</i>				
	<i>Food:</i> Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales. Assemble or cook ingredients.				
	<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).				
	<i>Textiles:</i> Shape using templates. Join using running stitch. Colour and decorate textiles.				
	<i>Electricals and electronics:</i> Diagnose faults in battery operated devices (low battery, water damage or battery terminal damage).				
	<i>Computing:</i> Model designs using software.				
	<i>Construction:</i> Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.				
	<i>Mechanics:</i> Create products using levers, wheels and winding mechanisms.				
	<i>To design, make, evaluate and improve</i>				
	<table><tr><td>Design products that have a clear purpose and an intended user.</td><td>Make products, refining the design as work progresses.</td><td>Use software to design.</td></tr></table>				Design products that have a clear purpose and an intended user.
Design products that have a clear purpose and an intended user.	Make products, refining the design as work progresses.	Use software to design.			
<i>To take inspiration from design throughout history</i>					
<table><tr><td>Explore objects and designs to identify likes and dislikes of the designs.</td><td>Suggest improvements to existing designs.</td><td>Explore how products have been created.</td></tr></table>			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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