



Nether Kellet Primary School – Knowledge and Skills  
Progression

# Design Technology

## To Take Inspiration From Design Throughout History

EYFS	Yr 1/2	Yr 3/4	Yr 5/6
<ul style="list-style-type: none"> <li>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> </ul>	<ul style="list-style-type: none"> <li>Explore objects and designs to identify likes and dislikes of the designs.</li> <li>Suggest improvements to existing designs.</li> <li>Explore how products have been created.</li> </ul>	<ul style="list-style-type: none"> <li>Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.</li> <li>Improve upon existing designs, giving reasons for choices.</li> <li>Disassemble products to understand how they work.</li> </ul>	<ul style="list-style-type: none"> <li>Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.</li> <li>Create innovative designs that improve upon existing products.</li> <li>Evaluate the design of products so as to suggest improvements to the user experience.</li> </ul>