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| Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| **To design, make, evaluate and improve:** | | | | | |
| • Design products that have a clear purpose and an intended user. | • Make products, refining the design as work progresses.  • Use software to design. | • Design with purpose by identifying opportunities to design.  • Make products by working efficiently (such as by carefully selecting materials).  • Refine work and techniques as work progresses, evaluating the end product design. | • Design with purpose by identifying opportunities to design.  • Make products by working efficiently  • Refine work and techniques as work progresses, continually evaluating the product design.  • Use software to design and represent product designs. | • Design with the user in mind, motivated by the service a product will offer.  • Make products through stages of prototypes, making continual refinements.  • Ensure products have a high quality finish, using art skills where appropriate. | • Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).  • Use prototypes, cross-sectional diagrams and computer aided designs to represent designs. |
| **To take inspiration from design throughout history:** | | | | | |
| • Explore objects and designs to identify likes and dislikes of the designs.  • Suggest improvements to existing designs. | • Explore objects and designs to identify likes and dislikes of the designs.  • Suggest improvements to existing designs.  • Explore how products have been created. | • Identify some of the great designers in all of the areas of study to generate ideas for designs.  • Improve upon existing designs, giving reasons for choices. | • Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.  • Disassemble products to understand how they work. | • Combine elements of design from a range of inspirational designers throughout history.  • Create innovative designs that improve upon existing products. | • Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.  • Evaluate the design of products to suggest improvements to the user experience. |