



Forton Primary School

Design and Technology End Points

INTENT	<i>To support our pupils in answering the question, "How do we design, make and evaluate solutions to real and relevant problems?" Using creativity and innovation, we inspire pupils to develop skills which impact on daily life.</i>			
PUPILS ARE ENABLED TO...	Become creative problem solvers, as individuals and members of a team, designing and making a range of products.			
EYFS	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2	
<ol style="list-style-type: none"> 1. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 2. Use what they have learnt about media and materials in original ways, thinking about uses and purposes. 3. Represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories 	<ul style="list-style-type: none"> • Cut materials safely using tools provided. • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. • Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. • Explore how products have been created. 	<ul style="list-style-type: none"> • Cut materials accurately and safely by selecting appropriate tools. • 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, continually evaluating the product design. • Improve upon existing designs, giving reasons for choices. • Disassemble products to understand how they work. 	<ul style="list-style-type: none"> • Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape). • Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding). • Design with the user in mind. • Make products through stages of prototypes, making continual refinements. • Ensure products have a high quality finish, using art skills where appropriate. • Create innovative designs that improve upon existing products. • Evaluate the design of products so as to suggest improvements to the user experience. 	



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