



Objectives _expressive Art & Design Creating with materials	Reception					
	Marvelous Me	Let's Pretend	Animal Explorers	Heroes and Villains	Growing and changing	Let's go on holiday
I can identify and explore colours.	I can use appropriate colours for given tasks. I can explore colour mixing with some support.		I can experiment with colour mixing. I can identify primary colours.		I know that I can mix primary colours to make secondary colours. I can suggest ways to make secondary colours. <i>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</i> <i>Share their creations, explaining the process they have used.</i>	
I can paint.	I can use different tools to paint including my hands.		I can handle painting equipment with control to complete a task. I can express myself with paint, choosing colours and styles of painting for different purposes.		I enjoy painting and I can use paint to express my own feelings and ideas.	
I can print.	I can print using a range of objects.		I can use printing with a range of objects to create patterns and pictures.		I can create my own pictures by printing using a range of apparatus including my own creations (combining shapes)	
I can create using malleable materials.	I can choose appropriate tools to roll, mould and cut playdough.		I can use my knowledge of shape and form to create recognisable figures using playdough and clay..		I can use a range of moulding, cutting and rolling techniques to create with different malleable materials.	

I can draw	I can make recognisable attempts at drawing familiar objects and people. My drawings contain some key features (eyes, smile, windows, door...)	My drawings are more controlled with greater emphasis to detail.	I can think of my own ideas for drawing. My drawings can be interpreted by an adult.
I can construct	I can explore which shapes stack and roll. I am beginning to make more complex structures with construction materials (everyday objects, houses, binoculars...)	I can identify and describe which shapes stack and roll. I can create for a purpose with a variety of construction materials, joining materials together appropriately.	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.

Objectives	Year 1			Year 2		
	Eat more fruit and vegetables	Moving Mini Beasts	Stable structures	Puppets	Vehicles	Perfect Pizza
Design purposeful, functional, appealing products for themselves and other users based on design criteria						
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology						
Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]						
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics						
Explore and evaluate a range of existing products						
Evaluate their ideas and products against design criteria						
Build structures, exploring how they can be made stronger, stiffer and more stable						
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their Products						
Use the basic principles of a healthy and varied diet to prepare dishes						

Objective	Year 3			Year 4		
	Storybooks	British Inventors	Light Up Signs	Seasonal Stockings	Mini Green Houses	Seasonal Food
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups						
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design						
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately						
Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities						
Investigate and analyse a range of existing products						
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work						
Understand how key events and individuals in design and technology have helped shape the world						
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures						
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]						

Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]						
Apply their understanding of computing to program, monitor and control their products						
Understand and apply the principles of a healthy and varied diet						
Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques						
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed						

Objective	Year 5			Year 6		
	Building Bridges	Chinese Inventors	Fashion and Textiles	Fairgrounds	Bird Houses	Great British Dishes
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups						
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design						
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately						
Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities						
Investigate and analyse a range of existing products						
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work						
Understand how key events and individuals in design and technology have helped shape the world						
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures						

Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]						
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Apply their understanding of computing to program, monitor and control their products						
Understand and apply the principles of a healthy and varied diet						
Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques						
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed						