

## D&T Skills

*Expected by End of Year 5*

<b>D&amp;T Skills</b> <i>Expected by End of Year 5</i>	
<b>Materials</b>	<b>Cooking &amp; Nutrition</b>
<ul style="list-style-type: none"><li>• Cut materials with precision and refine the finish with appropriate tools (such as cutting or a more precise scissor cut after roughly cutting out a shape).</li></ul>	<ul style="list-style-type: none"><li>• Understand the importance of correct storage ingredients.</li><li>• Demonstrate a range of baking and cooking techniques.</li><li>• Create and refine recipes, including ingredients, methods, cooking times and temperatures.</li></ul>
<b>Textiles</b>	<b>Design, Make &amp; Evaluate</b>
<ul style="list-style-type: none"><li>• Create objects that employ a seam allowance.</li><li>• Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration).</li></ul>	<ul style="list-style-type: none"><li>• Make products through stages of prototypes, making continual refinements.</li><li>• Ensure products have a high quality finish, using art skills where appropriate.</li></ul>
<b>Electricals, Electronics &amp; Computing</b>	<b>Constructions &amp; Mechanics</b>
<ul style="list-style-type: none"><li>• Write code to control and monitor models or products.</li></ul>	<ul style="list-style-type: none"><li>• Use innovative combinations of electronics (or computing) and mechanics in product designs.</li></ul>
<b>To take Inspiration from Design Throughout History</b>	
<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>	