

ACKWORTH HOWARD

PROGRESSION OF KEY CONCEPTS

Design and Technology



Concept	Key Stage	What understanding and using that concept looks like...
User <i>A person who uses or operates something</i>	EYFS	Ask questions to find out who the product is for and how it can be used. Say what they like about the product.
	KS1	Identify who the product is for and why it is useful. Compare alternatives of the same product.
	KS2	Understand how the needs of the user led to the creation of the product. Recognise that some products meet the needs of the user more appropriately.
Implementation <i>The process of putting a decision or plan into effect; execution</i>	EYFS	Use construction kits and tools safely for cutting, shaping, joining and finishing to make own products. Say why techniques and resources were chosen.
	KS1	Select and use a range of different techniques and tools. Consider the effectiveness of these.
	KS2	Accurately use precise techniques to produce high quality products that fulfil a need. Determine the effectiveness throughout, making adjustments to improve the product.
Innovation <i>The act of creating a new method, idea, or product</i>	EYFS	Explore imaginatively and create new products. Say why resources and techniques were chosen.
	KS1	Generate, develop, model and communicate possible improvements. Respond to design criteria.
	KS2	Combine detailed design ideas with a continuous evaluation process, testing different alternatives before creating a final product. Use research and develop design criteria based on the user's need.



**'Providing opportunities for growth in mind,
body and spirit.'**