

## Chatsworth Infant School and Burnt Oak Junior School

### DT - Learning Ladder

We follow the National Curriculum. We deliver subjects through the International Curriculum (IPC) which covers all of the National Curriculum objectives. It is a knowledge and skills based curriculum. There are 3 milestones. The skills repeat within a milestone – so if a child is absent they have the opportunity to cover the learning again. The skills build over time. The knowledge taught to children is tailored to the local context.

**IPC key skills are in bold,**  
 IPC Skills start with 'Be able to',  
 Knowledge learning goals start with 'Know',  
 Understanding learning goals start with 'Understand'

IPC units are shown in the term they are taught **Autumn Spring Summer**  
 Highlighting indicates 'threads of learning' which can be evidence from Nursery to Year 6

	EYFS		Milepost 1		Milepost 2		Milepost 3	
KEY CONCEPTS	Nursery	Reception	Cycle A Years 1 and 2	Cycle B Years 1 and 2	Cycle A Years 3 and 4	Cycle B Years 3 and 4	Cycle A Years 5 and 6	Cycle B Years 5 and 6
Research, imagine and innovate	Create collaboratively sharing ideas, resources and skills  Explore different materials freely, in order to develop their ideas	Choose materials based on properties for our creation  Develop their own ideas and then decide which materials to use to express them	1.01 Know that design is driven by a purpose A Day in the Life Buildings Time Travellers The Earth: Our Home From A to B	1.01 Know that design is driven by a purpose Live and Let Live Treasure Islands The Magic Toymaker Brainwave: The Brain	2.01 Know that designs should consider aesthetics and function Shake It! All aboard	2.01 Know that designs should consider aesthetics and function Travel and Tourism	3.01 Know that there can be a tension between aesthetics and function and both should be considered in the design process Existing, Endangered, Extinct Fairgrounds	3.01 Know that there can be a tension between aesthetics and function and both should be considered in the design process Earth as an Island Space Scientists The Holiday Show

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Research, imagine and innovate	about how to use them and what to make  Use drawing to represent ideas  Add details to their drawings such as key features Sp2	Work together to develop and realise creative ideas Sp2	1.02 Be able to define a main need of a context/situation  Buildings	1.02 Be able to define a main need of a context/situation Time Travellers Live and Let Live Brainwave: The Brain	2.02 Be able to define the criteria that would meet the needs of a context/situation Shake It! All aboard	2.02 Be able to define the criteria that would meet the needs of a context/situation Travel and Tourism Making waves Different Places Similar Lives	3.02 Be able to define the criteria that would meet the needs and wants of a client or context/situation  Existing, Endangered, Extinct  Roots, Shoots and Fruits  Fairgrounds  Full Power	3.02 Be able to define the criteria that would meet the needs and wants of a client or context/situation Space Scientists  The Holiday Show  Earth as an Island
Research, imagine and innovate			1.03 Be able to generate a design A Day in the Life Time Travellers The Earth: Our Home From A to B	1.03 Be able to generate a design Buildings Live and Let Live Brainwave: The Brain Treasure Islands The Magic Toymaker	2.03 Be able to generate more than one design	2.03 Be able to generate more than one design Travel and Tourism Different Places Similar Lives	3.03 Be able to generate a range of designs including component parts Full Power	3.03 Be able to generate a range of designs including component parts Space Scientists The Holiday Show Earth as an Island
Research, imagine and innovate			1.04 Be able to articulate how their design meets the identified need A Day in the Life The Earth: Our Home Buildings From A to B	1.04 Be able to articulate how their design meets the identified need  Live and Let Live	2.04 Be able to articulate how each design meets the identified needs All aboard  Feel the force	2.04 Be able to articulate how each design meets the identified needs Travel and Tourism  Different Places Similar Lives	3.04 Be able to rank ideas according to how well they meet the identified needs and wants Roots, Shoots and Fruits Full Power	3.04 Be able to rank ideas according to how well they meet the identified needs and wants Earth as an Island  Space Scientists The Holiday Show
Research, imagine and innovate			1.05 Be able to explore ways of constructing parts of a design A Day in the Life	1.05 Be able to explore ways of constructing parts of a design Brainwave: The Brain	2.05 Be able to use modelling and testing to explore parts of a design	2.05 Be able to use modelling and testing to explore parts of a design Travel and Tourism	3.05 Be able to use modelling and testing to improve design	3.05 Be able to use modelling and testing to improve design

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			The Earth: Our Home Buildings From A to B	Treasure Islands Live and Let Live The Magic Toymaker		Making waves Different Places Similar Lives	Roots, Shoots and Fruits Existing, Endangered, Extinct Fairgrounds Full Power	
Research, imagine and innovate			1.06 Be able to produce a final design proposal From A to B	1.06 Be able to produce a final design proposal Time Travellers Live and Let Live The Magic Toymaker	2.06 Be able to produce a final design proposal identifying appropriate materials Bright Sparks Feel the force	2.06 Be able to produce a final design proposal identifying appropriate materials Different Places Similar Lives	3.06 Be able to produce a final design proposal identifying appropriate materials and tools needed Fairgrounds Full Power	3.06 Be able to produce a final design proposal identifying appropriate materials and tools needed
Plan, build, test	Make creations based on our own designs	Use different techniques for join materials with glue A1	<del>1.07 Be able to list materials and tools needed for production</del>	1.07 Be able to list materials and tools needed for production Buildings Live and Let Live The Magic Toymaker	2.07 Be able to list materials, tools and techniques needed for production Bright Sparks Feel the force	2.07 Be able to list materials, tools and techniques needed for production All aboard Travel and Tourism	<del>3.07 Be able to produce a step by step plan for production</del> Bake It!	3.07 Be able to produce a step by step plan for production Earth as an Island
	Join large flat surfaces together a2  Handles tools with increasing control and intention Sp1  Explore materials to express ideas in 2D and 3D Sp1	Choose resources needed for own creations a2  Experiment with ways of joining fabric a2  Shape and assemble in different media a2	1.08 Be able to use tools and techniques following guidance from an adult The Earth: Our Home From A to B Buildings	1.08 Be able to use tools and techniques following guidance from an adult The Magic Toymaker Treasure Islands	2.08 Be able to use appropriate tools and techniques independently Feel the force	2.08 Be able to use appropriate tools and techniques independently Making waves Travel and Tourism	3.08 Be able to select appropriate tools and techniques to make a product Roots, Shoots and Fruits The Holiday Show Fairgrounds Full Power	3.08 Be able to select appropriate tools and techniques to make a product Earth as an Island

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	<p>Create 3D representations of imaginary people, objects Sp1</p> <p>Place glue strategically Sum1</p> <p>*Also see block building skills builders</p>	<p>Handles tools with increasing control and intention Sp1</p> <p>Safely use and explore complex tools to attach and join Sp1</p> <p>Explore materials to express ideas in 2D and 3D Sp1</p> <p>*Also see block building skills builders</p>	<p>1.09 Know the risks to self and others when using tools</p> <p>Buildings</p>	<p>1.09 Know the risks to self and others when using tools</p> <p>Treasure Islands</p>	<p>2.09 Know how to avoid the risks associated with using tools and sharing spaces</p> <p>All aboard</p> <p>Feel the force</p>	<p>2.09 Know how to avoid the risks associated with using tools and sharing spaces</p> <p>Travel and Tourism</p> <p>Making waves</p>	<p><del>3.09 Know how to avoid and reduce risks associated with using tools and sharing spaces</del></p> <p>Bake It!</p> <p>Fairgrounds</p>	<p>3.09 Know how to avoid and reduce risks associated with using tools and sharing spaces</p> <p>Earth as an Island</p>
Test and evaluate		<p>Evaluate their own and others work</p> <p>Share their creations, explaining the process they have used Sum 2</p> <p>Return to and build on their previous learning</p> <p>Refine ideas and develop ability to represent them</p>	<p><b>1.10 Be able to compare their design and product explaining any differences</b></p> <p>A Day in the Life</p> <p>Buildings</p> <p>From A to B</p>	<p><b>1.10 Be able to compare their design and product explaining any differences</b></p> <p>Live and Let Live</p> <p>The Magic Toymaker</p>	<p><b>2.10 Be able to compare their design and product explaining any differences and suggesting improvements</b></p> <p>Bright Sparks</p>	<p><del>2.10 Be able to compare their design and product explaining any differences and suggesting improvements</del></p> <p>-Travel and Tourism</p>	<p><b>3.10 Be able to evaluate the success of a product against its original design and suggest improvements</b></p> <p>Roots, Shoots and Fruits</p> <p>Full Power</p> <p>Bake It!</p>	<p><b>3.10 Be able to evaluate the success of a product against its original design and suggest improvements</b></p> <p>The Holiday Show</p>

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Technology and society			1.11 Understand that the design of products is impacted by material availability Buildings	1.11 Understand that the design of products is impacted by material availability Brainwave: The Brain Treasure Islands	2.11 Understand that designers have a responsibility to consider issues of waste when designing products	2.11 Understand that designers have a responsibility to consider issues of waste when designing products	3.11 Understand that the design of products is impacted by issues of sustainability	3.11 Understand that the design of products is impacted by issues of sustainability The Holiday Show
Technology and society			1.13 Be able to design products, taking inspiration from another source A Day in the Life Time Travellers Buildings The Earth: Our Home	1.13 Be able to design products, taking inspiration from another source The Magic Toymaker	2.13 Be able to adapt and/or combine others' products for a new creation Shake It! All aboard	2.13 Be able to adapt and/or combine others' products for a new creation Different Places Similar Lives	3.13 Be able to design products taking inspiration from many different sources Roots, Shoots and Fruits Fairgrounds Full Power	3.13 Be able to design products taking inspiration from many different sources Earth as an Island Space Scientists The Holiday Show
Food technology and nutrition		Know of interesting ways to decorate food Sp2	1.15 Be able to combine ingredients to make a food item	1.15 Be able to combine ingredients to make a food item	2.15 Be able to design, make and test combinations of food items Shake It!	2.15 Be able to design, make and test combinations of food items	3.15 Be able to make a dish considering taste, nutrition and aesthetics Bake It!	3.15 Be able to make a dish considering taste, nutrition and aesthetics Earth as an Island