



Name

Started ..... Completed .....

Work with Tools. Equipment, Materials & Components to Make Quality Products		
<input type="checkbox"/> Handles shapes <input type="checkbox"/> Rolls a cylinder <input type="checkbox"/> Squeezes soft ball <input type="checkbox"/> Presses buttons <input type="checkbox"/> Knocks objects to make them move <input type="checkbox"/> Puts ring on peg <input type="checkbox"/> Feels the texture of surfaces <input type="checkbox"/> Feels the temperature of liquids <input type="checkbox"/> Aware if it is light or dark <input type="checkbox"/> Fill a container <input type="checkbox"/> Removes object from under cloth <input type="checkbox"/> Checks to see object is in container <input type="checkbox"/> Watches objects taken from container <input type="checkbox"/> Takes objects out of container in imitation <input type="checkbox"/> Activate a range of lighting effects - on the computer or multi-sensory environment <input type="checkbox"/> Observe changing patterns on computer screen <input type="checkbox"/> Watches the TV / computer screen <input type="checkbox"/> Responds to changes on computer screen <input type="checkbox"/> Stirs food in a bowl <input type="checkbox"/> With assistance handle a range of fruit and vegetables <input type="checkbox"/>	<input type="checkbox"/> Deliberately make marks with a variety of materials <input type="checkbox"/> Observe different movements in the park ie swing, slide, roundabout <input type="checkbox"/> Make objects move faster or slower <input type="checkbox"/> Smells plants <input type="checkbox"/> Explore textures in the home / school ie wallpaper, draining board <input type="checkbox"/> Use a variety of tools in order to make marks in materials <input type="checkbox"/> Shows an interest in materials available <input type="checkbox"/> Use material to create a collage <input type="checkbox"/> Uses play dough / pastry <p style="text-align: center;">Stretches, tears &amp; squashes dough in to shapes</p> <p>Test paper by :-</p> <input type="checkbox"/> tear <input type="checkbox"/> scrunch <input type="checkbox"/> screw <input type="checkbox"/> wave <input type="checkbox"/> folds <input type="checkbox"/> wetting <input type="checkbox"/> bends <input type="checkbox"/> colouring <input type="checkbox"/> Feels the texture of surfaces <input type="checkbox"/> Mix substances in water <input type="checkbox"/> Squeeze water from a sponge <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> Feels the texture of objects <input type="checkbox"/> Use toys that link together <input type="checkbox"/> Uses objects with multiple parts –ie train set <input type="checkbox"/> Attempts to put toys together <input type="checkbox"/> Dismantles toys <input type="checkbox"/> Build with bricks <input type="checkbox"/> Build a simple tower <input type="checkbox"/> Assists with building a tower of blocks <input type="checkbox"/> With assistance stacks cups <input type="checkbox"/> Slides blocks <input type="checkbox"/> Lines up objects <input type="checkbox"/> Hammers pegs <input type="checkbox"/> Make noises in response to a picture—car, cat etc <input type="checkbox"/> Picks up and put down single objects <input type="checkbox"/> Puts down an object in order to pick up another <input type="checkbox"/> Takes shapes out of form board in imitation <input type="checkbox"/> Observes shapes being put in shape board <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Developing Planning and Communicating ideas	Evaluating Processes and Products	Knowledge and Understanding of Materials and Components
<input type="checkbox"/> Collect objects of interest on visit <input type="checkbox"/> Makes pictorial representation of object <input type="checkbox"/> Discuss what they are doing <input type="checkbox"/> Selects an object for a purpose <input type="checkbox"/> Pick up objects when out <input type="checkbox"/> Demonstrates preferences <input type="checkbox"/> Watches adult rebuild toy <input type="checkbox"/> Repeat action in order to obtain similar effect <input type="checkbox"/>	<input type="checkbox"/> Notice change in a familiar room <input type="checkbox"/> Shows some care when using equipment <input type="checkbox"/> Points to favourite image <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> Uses knowledge from exploring paper to manipulate to paper to meet needs <input type="checkbox"/> Names a single property of object or animal <input type="checkbox"/> Shows an awareness of the purpose of familiar tools <input type="checkbox"/> Anticipates 1 thing that will be seen on journey <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

P4 With help, pupils begin to assemble components provided by an activity, *for example, placing bricks together*. They contribute to activities by coactively grasping and moving simple tools, *for example, a glue spreader*. They explore options within a limited range of materials, *for example, adding grapes or chopped apple to fruit salad*.



Name

Started ..... Completed .....

Developing Planning and Communicating ideas	Work with Tools, Equipment, Materials & Components to Make Quality Products	
<input type="checkbox"/> Use own knowledge and experience as starting point <input type="checkbox"/> Look at design & style of familiar objects <input type="checkbox"/> Consider designs from a range of cultures <input type="checkbox"/> Consider the purpose and design of familiar object <input type="checkbox"/> Consider more than 1 idea for the same product <input type="checkbox"/> Identify the purpose of task <input type="checkbox"/> Incorporate main features of object in the design <input type="checkbox"/> Use labelled drawings to describe intentions and ideas <input type="checkbox"/> Use a graphics program to design elements of the design ie pattern <input type="checkbox"/> Produce more than 1 idea for a produce <input type="checkbox"/> Do simple consumer survey <input type="checkbox"/> Identify the different needs <input type="checkbox"/> Discuss order of tasks <input type="checkbox"/> Recognise requirements that conflict <input type="checkbox"/> Consider the order of the process <input type="checkbox"/>	<input type="checkbox"/> Investigate how 3D shapes can be put together to create a new shape <input type="checkbox"/> Unfold packets and compare nets of 3D shapes <input type="checkbox"/> Cut strip wood using saw <input type="checkbox"/> Cut strip wood or dowel to length with some accuracy <input type="checkbox"/> Joint strip wood at right angles <input type="checkbox"/> Make rectangle or square from strip wood <input type="checkbox"/> Use low temperature glue gun <input type="checkbox"/> Use brace to strengthen structure <input type="checkbox"/> Make structure more stable <input type="checkbox"/> Work from plans <input type="checkbox"/> Select materials suitable for wheels <input type="checkbox"/> Attach wheels with fixed axel <input type="checkbox"/> Use paper patterns <input type="checkbox"/> Apply appropriate decoration <input type="checkbox"/> Use appropriate text style <input type="checkbox"/> Incorporate a range of material including recycled <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> Apply patterns on embroidery <input type="checkbox"/> Dismantle objects to see how they work <input type="checkbox"/> Assemble parts of product <input type="checkbox"/> Add moving parts to model <input type="checkbox"/> Devise a simple switch on their model <input type="checkbox"/> Use simple circuit in a model <input type="checkbox"/> Know the dangers of electricity <input type="checkbox"/> Use a control box to operate switch <input type="checkbox"/> Use CD Rom to access information <input type="checkbox"/> Know that the appearance of food is important <input type="checkbox"/> Prepare a range of food ingredients <input type="checkbox"/> Know different ingredients combine to create different tastes <input type="checkbox"/> Begin to estimate amount of material required <input type="checkbox"/> Consider the safety of others when working <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Evaluating Processes and Products	Knowledge and Understanding of Materials and Components	
<input type="checkbox"/> Check model is strong and stable <input type="checkbox"/> Discuss the method used to make an item stable <input type="checkbox"/> Compare model with design intentions <input type="checkbox"/> Look at how creating a design helped with the final results <input type="checkbox"/> Identify changes made during construction giving a reason <input type="checkbox"/> Identify an improvement that could be made <input type="checkbox"/> Compare their results with that of others <input type="checkbox"/> Evaluate the safety of an electrical circuit <input type="checkbox"/>	<input type="checkbox"/> Discuss how the size of pulley wheels and gears affect performance. <input type="checkbox"/> Know that it is important to eat a balanced diet. <input type="checkbox"/> Use appropriate vocabulary to discuss design <input type="checkbox"/> Use appropriate vocabulary to describe production <input type="checkbox"/> Identify foods that make part of a healthy diet <input type="checkbox"/> Identify the recycle symbol <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> Understand simple pneumatics <input type="checkbox"/> Identify what makes items stable <input type="checkbox"/> Make simple electric circuit <input type="checkbox"/> Recognise the purpose of a product and its uses ie alarm <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

NC Level 3 Pupils generate ideas and recognise that their designs have to meet a range of different needs. They make realistic plans for achieving their aims. They clarify ideas when asked and use words, labelled sketches and models to communicate the details of their designs. They think ahead about the order of their work, choosing appropriate tools, equipment, materials, components and techniques. They use tools and equipment with some accuracy to cut and shape materials and to put together components. They identify where evaluation of the design and make process and their product has led to improvement.