

Design and Technology



Level 1

- Name equipment
- Find the ruler
- Match one tool with another that has the same function

Level 2

- Identify items by a description of their function – try this where the equipment is in front of the pupil, in later lessons try this where the things are not visible
- Categorise items of equipment, for example, that cut, stick, clamp, or secure materials
- Give another example within the category, for example, other things that could be used to cut a particular kind of material

Level 3

- Recount the steps taken to make something. The task will be easier if the young person has the materials in front of them to give a visual reminder. Initially support the young person, either by:
 - supplying photos for the young person to correctly organise, or
 - giving alternatives, for example, 'did you do X or Y next?' or a prompt 'what happened after you did X?' for each step
- Name something that is in the category, but has an exception, for example, 'a tool that cuts but doesn't have two blades'
- Name something that is not in the category
- Predict the outcome
- Define words and technical terms

Level 4

- Present a solution to a possible problem – perhaps a difficulty in construction, or how could X be improved?
- Justify why a certain course of action has been taken, for example, 'why should we join these materials with X rather than Y?'