

Art and Design Technology Milestones

Key Objectives	Milestone 1	Milestone 2	Milestone 3	Milestone 4
	By the end of Reception	By the end of Year 2	By the end of Year 4	By the end of Year 6
Expression of self	They represent their own ideas, thoughts and feelings through design technology and art.	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	To begin using sketch books as a place to record and express their ideas, experiences and imagination. As well as their reactions to the artwork of others.	To create sketch books to record their own observations and use them to review and revisit ideas.
Designing	Constructs with a purpose in mind, using a variety of resources.	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock ups and information and communication technology.	To begin to consider a design criteria or purpose for their product ensuring they research and explore media and materials beforehand. Generate and communicate their ideas through their own expression preference.	Use research and develop design criteria to inform the design of products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
Creating	Children safely use and explore a variety of materials, tools, techniques, experimenting with colour, design, texture, form and function. Children use what they have learnt about media and materials in original ways, thinking about use and purpose.	To use a range of materials and components creatively to design and make products. To select from and use a range of tools and equipment to use practical tasks. Design purposeful, functional, appealing products for themselves and others based on a design criteria	To begin to show greater control and competence when using a wide range of techniques, including painting, drawing and modelling materials. Select from and use a wider range of tools and materials and consider which tool would be best for the practical tasks they are completing.	To improve their mastery of art and design, including drawing, painting and sculpture with a range of materials. Select from and use a wider range of tools and equipment to perform practical tasks accurately. Select from and use a wider range of materials and components, according to their functional properties and aesthetic qualities
Evaluating	Selects appropriate resources and adapts work where necessary.	Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria.	Investigate and analyse a range of existing products Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	Investigate and analyse a range of existing products Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

Exploring the work of others	Is able to express opinions about another's creation.	Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.	Learn about great artists, architects and designers in history. Understand how key events and individuals in design and technology have helped shape the world.	Learn about great artists, architects and designers in history. Understand how key events and individuals in design and technology have helped shape the world.
Technical knowledge	They select and use technology for particular purposes Uses simple tools and techniques competently and appropriately Selects tools and techniques needed to shape, assemble and join materials they are using.	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Build structures, exploring how they can be made stronger, stiffer and more stable. Explore and use mechanisms.	Understand and use mechanical systems in their products.	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Understand and use electrical systems in their products. Apply their understanding of computing to program, monitor and control their products.
Cooking and Nutrition	Children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe.	Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from.	Use and understand the basic principles of a healthy and varied diet to prepare dishes. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.	Understand and apply the principles of a healthy and varied diet. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.