



St John's CE Middle School

Key Performance Indicators

Pupils who are working at age related expectations at the end of the year will have a secure knowledge of these Key Performance Indicators.

KS2 Year 5 Design and Technology

Master Practical Skills
Measure, mark and cut wood with precision through the use of appropriate tools.
Use hot glue guns safely and with skill to join a range of resistant materials.
Build a simple circuit using a battery and an electric motor to create rotary movement to a model fairground carousel.
Design Make Evaluate Improve
Create alternative designs which communicate clearly a variety of possible themes for a model carousel.
Use skills to effectively create products which effectively reflect the individual's ideas and requirements of the design brief.
Ensure products have a high quality finish and evaluate the results to make further improvements.
Use Technical Knowledge
Demonstrate an understanding of the qualities of materials and show good knowledge of how tools can be used appropriately and effectively in a range of applications.
Evaluate existing products and suggest with clarity how the product, or user experience could be improved.
Use knowledge acquired from market research surveys to inform ideas and improve designs to meet the requirements of the design brief.
Master Cooking Nutrition
Understand the importance of safety and hygiene when using a variety of kitchen utensils in the preparation of food.
Use the 'Claw' and 'Bridge' technique effectively for cutting and preparing a delicious fruit salad dish.
Develop a recipe for a healthy fruit salad with an aesthetic appeal, capable of feeding a small family.

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KS2 Year 6 Design and Technology

Master Practical Skills
Measure, mark, cut and sew fabric with skill using a variety of appropriate stitches.
Hand sew fabric neatly to join pieces together and apply stitches in a decorative format.
Create an artefact in fabric which reflects quality of construction and meets the design brief.
Design Make Evaluate Improve
Create alternative designs which communicate clearly a variety of possible themes for a decorative and useful cushion.
Use skills to effectively create products which effectively reflect the individual's ideas and requirements of the design brief.
Ensure products have a high quality finish and evaluate the results to make further improvements.
Use Technical Knowledge
Demonstrate an understanding of the qualities of materials and show good knowledge of how sewing equipment can be used appropriately and effectively in a range of applications.
Evaluate existing products and suggest with clarity how the product, or user experience could be improved.
Use knowledge acquired from market research surveys to inform ideas and improve designs to meet the requirements of the design brief.
Master Cooking Nutrition
Understand the importance of safety and hygiene when using a variety of kitchen utensils in the preparation of food.
Combine bread making ingredients by mixing them to prepare a consistent dough for kneading and thereafter creating an attractive form for baking.
Develop a recipe for a small loaf or cob of bread which will prove tasty and possess an aesthetic appeal for the consumer.

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KS3 Year 7 Design and Technology

Master Practical Skills
Select from and use specialist tools, techniques, processes, equipment and machinery precisely.
Select from and use a wider, more complex range of materials and components, taking into account their properties.
Create an artefact in acrylic and textiles, which reflects quality of construction, quality of finish and meets the design brief.
Design Make Evaluate Improve
Develop and communicate clearly design ideas, using carefully presented and annotated drawings.
Develop detailed design specifications to guide thinking in the construction process and respond effectively to the needs of the consumer.
Evaluate their products against the original specification and identify ways of improving them.
Use Technical Knowledge
Understand the properties of materials and how they can be used to their best advantages.
Evaluate existing products and suggest with clarity how the product, or user experience could be improved.
Use learning from Mathematics and Science to help design and make products that work.
Master Cooking Nutrition
Know where and how food is produced and sold.
Know how to cook a repertoire of predominantly savoury dishes to feed themselves and others a varied and healthy diet.
Know how to use good safety practices when getting ready to store, prepare and cook food.

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KS3 Year 8 Design and Technology

Master Practical Skills
Select from and use specialist tools, techniques, equipment and machinery precisely and show increased confidence with new and familiar processes.
Select from and use a wider, more complex range of materials and components, taking into account their properties and learning how to combine them successfully.
Create an artefact in wood and textiles, which reflects quality of construction, quality of finish and meets the design brief.
Design Make Evaluate Improve
Develop and communicate clearly design ideas, using carefully presented, accurate drawings that are accompanied by detailed annotations.
Develop detailed design specifications to guide thinking in the construction process and respond effectively to the needs of the consumer.
Critically evaluate their products against the original specification and identify ways of improving them.
Use Technical Knowledge
Understand the properties of materials and increase their appreciation of how they can be used to their best advantages.
Critically evaluate existing products and suggest with clarity how the product, or user experience could be improved.
Use rules and theories learnt from Mathematics and Science to help design and make products that work.
Master Cooking Nutrition
Know where and how food is produced and sold.
Know how to compare the cost of food when planning to eat out or cook at home.
Know how to cook a repertoire of predominantly savoury dishes to feed themselves and others a varied and healthy diet.