



Summerfield Primary School - Design Technology

Understanding contexts, users and purposes across KS1 and KS2

Across KS1 pupils should	work confidently within a range of contexts, such as imaginary, story-based, home, school, gardens, playgrounds, local community, industry and the wider environment
	state what products they are designing and making
	say whether their products are for themselves or other users
	describe what their products are for
	say how their products will work
	say how they will make their products suitable for their intended users
	use simple design criteria to help develop their ideas
Across KS2 pupils should	work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment
	describe the purpose of their products
	indicate the design features of their products that will appeal to intended users
	explain how particular parts of their products work
In LKS2	gather information about the needs and wants of particular individuals and groups
	develop their own design criteria and use these to inform their ideas
In UKS2	carry out research, using surveys, interviews, questionnaires and web-based resources
	identify the needs, wants, preferences and values of particular individuals and groups
	develop a simple design specification to guide their thinking