

Strand	Milepost 1	Milepost 2	Milepost 3	IMYC
Research, imagine and innovate	1.01 Know that design is driven by a purpose	2.01 Know that designs should consider aesthetics and function	3.01 Know that there can be a tension between aesthetics and function and both should be considered in the design process	4.01 Know that design should be a continuous iterative process that incorporates the aesthetics and function of a final product
	1.02 Be able to define a main need of a context/situation	2.02 Be able to define the criteria that would meet the needs of a context/situation	3.02 Be able to define the criteria that would meet the needs and wants of a client or context/situation	4.02 Be able to define and prioritise the specification criteria that would meet the needs, wants and values of a client or context/situation
	1.03 Be able to generate a design	2.03 Be able to generate more than one design	3.03 Be able to generate a range of designs including component parts	4.03 Be able to rapidly generate a wide range of ideas using a variety of media
	1.04 Be able to articulate how their design meets the identified need	2.04 Be able to articulate how each design meets the identified needs	3.04 Be able to rank ideas according to how well they meet the identified needs and wants	4.04 Be able to compare ideas to specification criteria to select designs for further development
	1.05 Be able to explore ways of constructing parts of a design	2.05 Be able to use modelling and testing to explore parts of a design	3.05 Be able to use modelling and testing to improve design	4.05 Be able to use the ongoing process of modelling and testing to refine and possibly combine ideas
	1.06 Be able to produce a final design proposal	2.06 Be able to produce a final design proposal identifying appropriate materials	3.06 Be able to produce a final design proposal identifying appropriate materials and tools needed	4.06 Be able to produce a final design proposal, justifying how it meets the specification criteria

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Plan, build, test	1.07 Be able to list materials and tools needed for production	2.07 Be able to list materials, tools and techniques needed for production	3.07 Be able to produce a step by step plan for production	4.07 Be able to produce a plan for manufacture that allows for quality control measures during the manufacturing process
	1.08 Be able to use tools and techniques following guidance from an adult	2.08 Be able to use appropriate tools and techniques independently	3.08 Be able to select appropriate tools and techniques to make a product	4.08 Be able to select appropriate tools, techniques and processes and use them independently to achieve the outcomes required by the specification
	1.09 Know the risks to self and others when using tools	2.09 Know how to avoid the risks associated with using tools and sharing spaces	3.09 Know how to avoid and reduce risks associated with using tools and sharing spaces	4.09 Know how to avoid, reduce and respond to risks associated with using tools and sharing spaces
Test and evaluate	1.10 Be able to compare their design and product explaining any differences	2.10 Be able to compare their design and product explaining any differences and suggesting improvements	3.10 Be able to evaluate the success of a product against its original design and suggest improvements	4.10 Be able to evaluate the success of a product against the needs, wants and values of its client or context/situation and suggest opportunities for further development

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Technology and society	1.11 Understand that the design of products is impacted by material availability	2.11 Understand that designers have a responsibility to consider issues of waste when designing products	3.11 Understand that the design of products is impacted by issues of sustainability	4.11 Understand that designers have a responsibility to consider issues of sustainability when designing products
	1.12	2.12	3.12	4.12 Understand the role of cultures, styles and trends in design
	1.13 Be able to design products, taking inspiration from another source	2.13 Be able to adapt and/or combine others' products for a new creation	3.13 Be able to design products taking inspiration from many different sources	4.13 Be able to design products taking inspiration from many different sources while maintaining an awareness of copyright, patents and trademarks
	1.14	2.14	3.14	4.14 Know that technological advancements provide opportunities for innovation
Food technology and nutrition	1.15 Be able to combine ingredients to make a food item	2.15 Be able to design, make and test combinations of food items	3.15 Be able to make a dish considering taste, nutrition and aesthetics	4.15 Be able to design and create a dish which meets criteria such as seasonality, sustainability, dietary or cultural requirements