



DT Progression

Vocabulary	Year 1 saw, cut, stick, draw, weave, join	Year 2 Hinge, brushes, wool, string, tape, design,	Year 3 Product, drawing, diagrams, assemble, combine	Year 4 Model, prototype, pattern, computer, design CAD	Year 5 Criteria, input, output, components, fabric,	Year 6 Specification, brief, sustain, innovative, cross- sectional diagrams
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Contexts, Uses and Purposes	Explore materials, make templates and mock ups e.g. moving picture / lighthouse conflicting requirements	State the purpose of the design and the intended user	Gather information about the needs and wants of particular individuals and groups	Develop their own design criteria and use these to inform their ideas Research designs	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 Recognise what their products have to fulfil
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Own ideas and products	Talk about their design ideas and what they are making Make simple judgements about their products and ideas against design criteria	Make simple judgements about their products and ideas against design criteria Suggest how their products could be improved Evaluating products and components used	Identify the strengths and weaknesses of their ideas and products Consider the views of others, including intended users, to improve their work	Refer back to their design criteria as they design and make Use their design criteria to evaluate their completed products	Identify the strengths and weaknesses of their ideas and products Consider the views of others, including intended users, to improve their work	Critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make Compare their ideas and products to their original design specification



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Existing products	Investigate - what products are, who they are for, how they are made and what materials are used	Investigate - what products are, who they are for, how they are made and what materials are used	Investigate - how well products have been designed, how well products have been made, why materials have been chosen.	Investigate - who designed and made the products, What methods of construction have been used, how well products work.	Investigate where products were designed and made, when and whether products can be recycled or reused	Investigate - how much products cost to make, how innovative products are and how sustainable the materials in products are
Design, Make, evaluate.	Make products to meet basic design brief Use and make own templates	Design and make products, modifying the product as the project evolves Measure, mark out, cut out and shape materials and components Assemble, join and combine materials and components Use simple fixing materials e.g. temporary – paper clips tape and permanent – glue, staples Use finishing techniques, including those from art and design	Produce designs with a clear purpose Select materials carefully to suit the design and use. Measure, mark out, cut and shape materials and components with some accuracy Assemble, join and combine materials and components with some accuracy Apply a range of finishing techniques, include those from art and design, with some accuracy	Refine methods and design as work progresses, constantly reassessing design. Use computer packages to design and model products.	Accurately measure to nearest mm, mark out, cut and shape materials and components Accurately assemble, join and combine materials/ components Accurately apply a range of finishing techniques, including those from art and design Use techniques that involve a number of steps	Design by considering the user Include design processes such as prototypes, cross- sectional diagrams and CAD Produce several prototypes each building upon the previous to optimise design Demonstrate resourcefulness, e.g. make refinements Produce a good quality finish to products using art techniques



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Food	<p>Know where food comes from</p> <p>Select from and use ingredients according to their characteristics (e.g. healthy sandwich)</p> <p>Safely cut, peel or grate ingredients</p> <p>Use measuring cups or electronic scales to measure the required amounts</p>	<p>Use appropriate equipment to weigh and measure ingredients</p> <p>Prepare simple dishes safely and hygienically,</p> <p>Use techniques such as cutting</p> <p>Name and sort foods into the five groups</p> <p>Know that everyone should eat at least five portions of fruit and vegetables every day</p> <p>Combine ingredients to produce food</p>	<p>Know that food is grown reared in the UK, Europe and the wider world</p> <p>Know that seasons may affect the food available</p> <p>Know that to be active and healthy, food is needed to provide energy for the body</p> <p>Measure using grams.</p> <p>Follow a recipe</p>	<p>Understand how food is processed into ingredients that can be eaten or used in cooking</p> <p>Know that a healthy diet is made up from a variety and balance of different foods and drinks</p> <p>Measure using grams.</p> <p>Follow a recipe</p>	<p>Use correct utensils to hygienically prepare food</p> <p>Follow a recipe to combine or cook to produce food.</p> <p>Know that food ingredients can be fresh, pre-cooked and processed</p>	<p>Understand how to store and handle food ingredients properly.</p> <p>Know that different foods contain different substances - nutrients, water and fibre - that are needed for health</p> <p>Understand the need for correct storage</p> <p>Measure accurately</p> <p>Work out ratios in recipes</p> <p>Invent and modify own recipes including ingredients, methods, cooking times and temperatures</p>
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Textiles	<p>Use a running stitch to join fabric</p>	<p>Use methods such as dyeing, adding sequins or printing to alter the appearance of fabric.</p> <p>Make use of template to produce shapes.</p>	<p>Use correct stitch to join materials</p> <p>Add decorative finish using a suitable technique</p>	<p>Use correct stitch to join materials</p> <p>Add decorative finish using a suitable technique</p>	<p>Use a variety of stitching techniques to join fabrics.</p> <p>Understand the purpose of and include a seam allowance.</p> <p>Know that a single fabric shape can be used to make a 3D textiles product</p>	<p>Use a variety of stitching techniques to join fabrics.</p> <p>Understand the purpose of and include a seam allowance.</p>



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Construction	Practise techniques to join and/or strengthen materials e.g. , gluing and reinforcing card	Practise techniques to join and/or strengthen materials e.g. , gluing and reinforcing card	Select appropriate techniques to construct products	Select appropriate techniques to construct products	Practise practical skills to a reasonable standard to produce products	Practise practical skills to a reasonable standard to produce products
Mechanics	Understand about the movement of simple mechanisms including levers, sliders.	Investigate and use wheels and axles Understand how freestanding structures can be made stronger, stiffer and more stable	Apply understanding of forces to select a suitable mechanism eg levers, winding mechanism, pulleys and gears.	Know that materials have both functional properties and aesthetic qualities Know that materials can be combined and mixed to create more useful characteristics	Understand how levers and linkages or pneumatic systems create movement Understand how to program a computer to control their products Know how to make strong, stiff shell structures	Combine electronics and mechanics to produce original designs Use cams to change a rotation into a push/pull movement Understand how to program a computer to control their products
Electronics			Construct series and parallel circuits	Understand and use electrical systems in their products [e.g. series circuits incorporating switches, bulbs, buzzers and motors] Know that mechanical and electrical systems have an input, process and output	Create circuits using electronics kits that combine a number of parts (e.g. LEDs, resistors, chips etc.) Understand how simple electrical circuits and components can be used to create functional products Understand how to program a computer to control their products	Understand how more complex electrical circuits and components can be used to create functional products Understand how to program a computer to monitor changes in the environment / control their products