



Mytchett Primary Academy – Design Technology Knowledge and Skills Progression



Design						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Select appropriate resources</p> <p>Use gestures, talking and arrangements of materials and components to show design</p> <p>Use contexts set by the teacher and myself</p> <p>Use language of designing and making (join, build, shape, longer, shorter, heavier etc.)</p>	<p>Have own ideas</p> <p>Explain what I want to do</p> <p>Explain what my product is for, and how it will work</p> <p>Use pictures and words to plan, begin to use models</p> <p>Design a product for myself following design criteria</p> <p>Research similar existing products</p>	<p>Have own ideas and plan what to do next</p> <p>Explain what I want to do and describe how I may do it</p> <p>Explain purpose of product, how it will work and how it will be suitable for the user</p> <p>Describe design using pictures, words, models, diagrams, begin to use ICT</p> <p>Design products for myself and others following design criteria</p> <p>Choose best tools and materials, and explain choices</p> <p>Use knowledge of existing products to produce ideas</p>	<p>Begin to research others' needs</p> <p>Show design meets a range of requirements</p> <p>Describe purpose of product</p> <p>Follow a given design criteria</p> <p>Have at least one idea about how to create product</p> <p>Create a plan which shows order, equipment and tools</p> <p>Describe design using an accurately labelled sketch and words</p> <p>Make design decisions</p> <p>Explain how product will work</p> <p>Make a prototype</p> <p>Begin to use computers to show design</p>	<p>Use research for design ideas</p> <p>Show design meets a range of requirements and is fit for purpose</p> <p>Begin to create own design criteria</p> <p>Have at least one idea about how to create product and suggest improvements for design.</p> <p>Produce a plan and explain it to others</p> <p>Say how realistic plan is</p> <p>Include an annotated sketch</p> <p>Make and explain design decisions considering availability of resources</p> <p>Explain how product will work</p> <p>Make a prototype</p> <p>Begin to use computers to show design.</p>	<p>Use internet and questionnaires for research and design ideas</p> <p>Take a user's view into account when designing</p> <p>Begin to consider needs/wants of individuals/groups when designing and ensure product is fit for purpose</p> <p>Create own design criteria</p> <p>Have a range of ideas</p> <p>Produce a logical, realistic plan and explain it to others.</p> <p>Use cross-sectional planning and annotated sketches</p> <p>Make design decisions considering time and resources.</p> <p>Clearly explain how parts of product will work.</p> <p>Model and refine design ideas by making prototypes and using pattern pieces.</p> <p>Use computer-aided designs</p>	<p>Draw on market research to inform design</p> <p>Use research of user's individual needs, wants, requirements for design</p> <p>Identify features of design that will appeal to the intended user</p> <p>Create own design criteria and specification</p> <p>Come up with innovative design ideas</p> <p>Follow and refine a logical plan.</p> <p>Use annotated sketches, cross-sectional planning and exploded diagrams</p> <p>Make design decisions, considering, resources and cost</p> <p>Clearly explain how parts of design will work, and how they are fit for purpose</p> <p>Independently model and refine design ideas by making prototypes and using pattern pieces</p> <p>Use computer-aided designs</p>



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Make						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Construct with a purpose, using a variety of resources	Explain what I'm making and why	Explain what I am making and why it fits the purpose	Select suitable tools/equipment, explain choices; begin to use them accurately	Select suitable tools and equipment, explain choices in relation to required techniques and use accurately	Use selected tools/equipment with good level of precision	Use selected tools and equipment precisely
Use simple tools and techniques	Consider what I need to do next	Make suggestions as to what I need to do next.	Select appropriate materials, fit for purpose.	Select appropriate materials, fit for purpose; explain choices	Produce suitable lists of tools, equipment/materials needed	Select appropriate materials, fit for purpose; explain choices, considering functionality and aesthetics
Build / construct with a wide range of objects	Select tools/equipment to cut, shape, join, finish and explain choices	Join materials/components together in different ways	Work through plan in order	Work through plan in order.	Select appropriate materials, fit for purpose; explain choices, considering functionality	Create, follow, and adapt detailed step-by-step plans
Select tools & techniques to shape, assemble and join	Measure, mark out, cut and shape, with support	Measure, mark out, cut and shape materials and components, with support.	Consider how good product will be	Realise if product is going to be good quality	Create and follow detailed step-by-step plan	Explain how product will appeal to audience; make changes to improve quality
Replicate structures with materials / components	Choose suitable materials and explain choices	Describe which tools I'm using and why	Begin to measure, mark out, cut and shape materials/components with some accuracy	Measure, mark out, cut and shape materials/components with some accuracy	Explain how product will appeal to an audience	Accurately measure, mark out, cut and shape materials / components
Discuss how to make an activity safe and hygienic	Try to use finishing techniques to make product look good	Choose suitable materials and explain choices depending on characteristics.	Begin to assemble, join and combine materials and components with some accuracy	Assemble, join and combine materials and components with some accuracy	Mainly accurately measure, mark out, cut and shape materials/components	Accurately assemble, join and combine materials / components
Record experiences by drawing, writing, voice recording	Work in a safe and hygienic manner	Use finishing techniques to make product look good	Begin to apply a range of finishing techniques with some accuracy	Apply a range of finishing techniques with some accuracy	Mainly accurately assemble, join and combine materials/components	Accurately apply a range of finishing techniques
Understand different media can be combined for a purpose		Work safely and hygienically			Mainly accurately apply a range of finishing techniques	Use techniques that involve a number of steps
					Use techniques that involve a small number of steps	Be resourceful with practical problems
					Begin to be resourceful with practical problems	



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Evaluate						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Adapt work if necessary</p> <p>Dismantle, examine, talk about existing objects/structures</p> <p>Consider and manage some risks</p> <p>Practise some appropriate safety measures independently</p> <p>Talk about how things work</p> <p>Look at similarities and differences between existing objects / materials / tools</p> <p>Show an interest in technological toys</p> <p>Describe textures</p>	<p>Talk about my work, linking it to what I was asked to do</p> <p>Talk about existing products considering: use, materials, how they work, audience, where they might be used</p> <p>Talk about existing products, and say what is and isn't good</p> <p>Talk about things that other people have made</p> <p>Begin to talk about what could make product better</p>	<p>Describe what went well, thinking about design criteria</p> <p>Talk about existing products considering: use, materials, how they work, audience, where they might be used; express personal opinion</p> <p>Evaluate how good existing products are</p> <p>Talk about what I would do differently if I were to do it again and why</p>	<p>Look at design criteria while designing and making</p> <p>Use design criteria to evaluate finished product</p> <p>Say what I would change to make design better</p> <p>Begin to evaluate existing products, considering: how well they have been made, materials, whether they work, how they have been made, fit for purpose</p> <p>Begin to understand by whom, when and where products were designed</p> <p>Learn about some inventors/designers/ engineers/chefs/ manufacturers of ground-breaking products</p>	<p>Refer to design criteria while designing and making</p> <p>Use criteria to evaluate product</p> <p>Begin to explain how I could improve original design</p> <p>Evaluate existing products, considering: how well they've been made, materials, whether they work, how they have been made, fit for purpose</p> <p>Discuss by whom, when and where products were designed</p> <p>Research whether products can be recycled or reused</p> <p>Know about some inventors/designers/ engineers/chefs/manufacturers of ground-breaking products</p>	<p>Evaluate quality of design while designing and making</p> <p>Evaluate ideas and finished product against specification, considering purpose and appearance.</p> <p>Test and evaluate final product</p> <p>Evaluate and discuss existing products, considering: how well they've been made, materials, whether they work, how they have been made, fit for purpose</p> <p>Begin to evaluate how much products cost to make and how innovative they are</p> <p>Research how sustainable materials are</p> <p>Talk about some key inventors/designers/ engineers/ chefs/manufacturers of ground-breaking products</p>	<p>Test and evaluate final product; explain what would improve it and the effect different resources may have had</p> <p>Do thorough evaluations of existing products considering: how well they've been made, materials, whether they work, how they've been made, fit for purpose</p> <p>Evaluate how much products cost to make and how innovative they are</p> <p>Research and discuss how sustainable materials are</p> <p>Discuss some key inventors/designers/ engineers/ chefs/manufacturers of ground-breaking products</p>
Vocabulary:	Vocabulary: evaluate, user, purpose, product,	Vocabulary: criteria, product, function	Vocabulary: prototype, annotated sketch, functional, innovative,	Vocabulary: design brief, design criteria, innovative, prototype, user, purpose, function, sensory evaluations	Vocabulary: functionality, authentic, design specification, annotate, evaluate, mock-up, prototype	Vocabulary: purpose design brief, design specification, prototype, research, functional, mock-up, prototype

Materials/Structures						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<p>Begin to measure and join materials, with some support</p> <p>Describe differences in materials</p> <p>Suggest ways to make material/product stronger</p>	<p>Measure materials</p> <p>Describe some different characteristics of materials</p> <p>Join materials in different ways</p> <p>Use joining, rolling or folding to make it stronger</p> <p>Use own ideas to try to make product stronger</p>	<p>Use appropriate materials</p> <p>Work accurately to make cuts and holes</p> <p>Join materials</p> <p>Begin to make strong structures</p>	<p>Measure carefully to avoid mistakes</p> <p>Attempt to make product strong</p> <p>Continue working on product even if original didn't work</p> <p>Make a strong, stiff structure</p>	<p>Select materials carefully, considering intended use of product and appearance</p> <p>Explain how product meets design criteria</p> <p>Measure accurately enough to ensure precision</p> <p>Ensure product is strong and fit for purpose</p> <p>Begin to reinforce and strengthen a 3D frame</p>	<p>Select materials carefully, considering intended use of the product, the aesthetics and functionality.</p> <p>Explain how product meets design criteria</p> <p>Reinforce and strengthen a 3D frame</p>
Vocabulary:	Vocabulary: cut, fold, join, fix structure, weak, strong, base, top, wall, tower, framework, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved, metal, wood, plastic		Vocabulary: shell structure, three dimensional (3-D) shape, net, cube, cuboid, prism, vertex, edge, face, length, width, breadth, capacity, marking out, scoring, shaping, tabs, adhesives, joining, assemble, accuracy, material, stiff, strong, reduce, reuse, recycle, corrugating, ribbing, laminating, font, lettering, text, graphics, decision,		Vocabulary: frame structure, stiffen, strengthen, reinforce, triangulation, stability, shape, join, temporary, permanent	



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Mechanisms						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Begin to use levers or slides	Use levers or slides Begin to understand how to use wheels and axles	Select appropriate tools / techniques Alter product after checking, to make it better Begin to try new/different ideas Use simple lever and linkages to create movement	Select most appropriate tools / techniques Explain alterations to product after checking it Grow in confidence about trying new / different ideas. Use levers and linkages to create movement Use pneumatics to create movement	Refine product after testing Grow in confidence about trying new / different ideas Begin to use cams, pulleys or gears to create movement	Refine product after testing, considering aesthetics, functionality and purpose Incorporate hydraulics and pneumatics Be confident to try new / different ideas Use cams, pulleys and gears to create movement
Vocabulary:	Vocabulary: slider, lever, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up, down, straight, curve, forwards, backwards	Vocabulary: vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanisms.	Vocabulary: mechanism, lever, linkage, pivot, slot, bridge, guide system, input, process, output linear, rotary, oscillating, reciprocating		Vocabulary: pulley, drive belt, gear, rotation, spindle, driver, follower, ratio, transmit, axle, motor, circuit, switch, circuit diagram, annotated drawings, exploded diagrams, mechanical system, electrical system, input, process, output	



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Textiles						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Measure, cut and join textiles to make a product, with some support Choose suitable textiles	Measure textiles Join textiles together to make a product, and explain how I did it Carefully cut textiles to produce accurate pieces Explain choices of textile Understand that a 3D textile structure can be made from two identical fabric shapes.	Join different textiles in different ways Choose textiles considering appearance and functionality Begin to understand that a simple fabric shape can be used to make a 3D textiles project	Think about user when choosing textiles Think about how to make product strong Begin to devise a template Explain how to join things in a different way Understand that a simple fabric shape can be used to make a 3D textiles project	Think about user and aesthetics when choosing textiles Use own template Think about how to make product strong and look better Think of a range of ways to join things Begin to understand that a single 3D textiles project can be made from a combination of fabric shapes.	Think about user's wants/needs and aesthetics when choosing textiles Make product attractive and strong Make a prototype Use a range of joining techniques Think about how product might be sold Think carefully about what would improve product Understand that a single 3D textiles project can be made from a combination of fabric shapes.
Vocabulary:	Vocabulary: joining and finishing techniques, tools, fabrics and components, template, pattern pieces, mark out, join, decorate, finish		Vocabulary: fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance		Vocabulary: seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces, name of textiles and fastenings used, pins, needles, thread, pinking shears, fastenings,	



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Food and nutrition						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Begin to understand some food preparation tools, techniques and processes</p> <p>Practise stirring, mixing, pouring, blending</p> <p>Discuss how to make an activity safe and hygienic</p> <p>Discuss use of senses</p> <p>Understand need for variety in food</p> <p>Begin to understand that eating well contributes to good health</p>	<p>Describe textures</p> <p>Wash hands & clean surfaces</p> <p>Think of interesting ways to decorate food</p> <p>Say where some foods come from, (i.e. plant or animal)</p> <p>Describe differences between some food groups (i.e. sweet, vegetable etc.)</p> <p>Discuss how fruit and vegetables are healthy</p> <p>Cut, peel and grate safely, with support</p>	<p>Explain hygiene and keep a hygienic kitchen</p> <p>Describe properties of ingredients and importance of varied diet</p> <p>Say where food comes from (animal, underground etc.)</p> <p>Describe how food is farmed, home-grown, caught</p> <p>Draw eat well plate; explain there are groups of food</p> <p>Describe “five a day”</p> <p>Cut, peel and grate with increasing confidence</p>	<p>Carefully select ingredients</p> <p>Use equipment safely</p> <p>Make product look attractive</p> <p>Think about how to grow plants to use in cooking</p> <p>Begin to understand food comes from UK and wider world</p> <p>Describe how healthy diet= variety/balance of food/drinks</p> <p>Explain how food and drink are needed for active/healthy bodies.</p> <p>Prepare and cook some dishes safely and hygienically</p> <p>Grow in confidence using some of the following techniques: peeling, chopping, slicing, grating, mixing, spreading, kneading and baking</p>	<p>Explain how to be safe/hygienic</p> <p>Think about presenting product in interesting/ attractive ways</p> <p>Understand ingredients can be fresh, pre-cooked or processed</p> <p>Begin to understand about food being grown, reared or caught in the UK or wider world</p> <p>Describe eat well plate and how a healthy diet= variety / balance of food and drinks</p> <p>Explain importance of food and drink for active, healthy bodies</p> <p>Use some of the following techniques: peeling, chopping, slicing, grating, mixing, spreading, kneading and baking</p>	<p>Present product well - interesting, attractive, fit for purpose</p> <p>Begin to understand seasonality of foods</p> <p>Understand food can be grown, reared or caught in the UK and the wider world</p> <p>Describe how recipes can be adapted to change appearance, taste, texture, aroma</p> <p>Explain how there are different substances in food / drink needed for health</p> <p>Prepare and cook some savoury dishes safely and hygienically including, where appropriate, use of heat source</p> <p>Use range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.</p>	<p>Understand a recipe can be adapted by adding / substituting ingredients</p> <p>Explain seasonality of foods</p> <p>Learn about food processing methods</p> <p>Name some types of food that are grown, reared or caught in the UK or wider world</p> <p>Adapt recipes to change appearance, taste, texture or aroma.</p> <p>Prepare and cook a variety of savoury dishes safely and hygienically including, where appropriate, the use of heat source.</p> <p>Use a range of techniques confidently such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.</p>
Vocabulary:	Vocabulary: fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting,		Vocabulary: name of products, names of equipment, utensils, techniques and ingredients texture, taste, sweet, sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savoury, hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested healthy/varied diet		Vocabulary: ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality utensils, combine, fold,	



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	squeezing, healthy diet, choosing, ingredients,		knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble
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Under Review