

DT Progression Map

	YR	Y1	Y2	Y3	Y4	Y5	Y6
<div>Design</div> <div>Developing, planning and communicating ideas</div>	Explore, use and refine a variety of artistic effects to express their ideas and feelings (Houses and homes, Creations)	<ul style="list-style-type: none"><li>Think about how to make a product suitable for themselves by exploring their needs and wants. (Dinosaur planet)</li><li>Model ideas through talking. (Chop, slice and mash)</li></ul>	<ul style="list-style-type: none"><li>Think about the needs and wants of a user and use simple design criteria to help with design ideas. (Wriggle and crawl)</li><li>Model ideas through talking, drawing and templates. (Wriggle and Crawl)</li></ul>	<ul style="list-style-type: none"><li>Use a mixture of given criteria, research and own ideas (based on the needs, wants and preferences of individuals/groups) to help design purposeful and appealing products. (Once upon a time)</li><li>Model ideas through talking, templates, drawing and mock-ups, annotated sketches and prototypes/pattern pieces, using ICT where appropriate. (Once upon a time)</li></ul>	<ul style="list-style-type: none"><li>Use a mixture of given criteria, research and own ideas (based on the needs, wants and preferences of individuals/groups) to help design purposeful and appealing products.</li><li>Model ideas through talking, templates, drawing and mock-ups, annotated sketches and prototypes/pattern pieces, using ICT where appropriate.</li></ul>	<ul style="list-style-type: none"><li>Use research, to identify &amp; understand user needs.</li><li>Develop own design criteria to inform the design of innovative, functional and appealing products that are fit for purpose.</li><li>Develop and communicate ideas through annotated sketches, cross-sectional drawings, exploded diagrams, more detailed prototypes/pattern pieces and computer-aided design.</li></ul>	<ul style="list-style-type: none"><li>Use research, to identify &amp; understand user needs. (Frozen Kingdom)</li><li>Develop own design criteria to inform the design of innovative, functional and appealing products that are fit for purpose. (Frozen Kingdom)</li><li>Develop and communicate ideas through annotated sketches, cross-sectional drawings, exploded diagrams, more detailed prototypes/pattern pieces and computer-aided design. (Frozen Kingdom)</li></ul>

	YR	Y1	Y2	Y3	Y4	Y5	Y6
<div>Make</div> <div>Working with tools, equipment, materials and components to make quality products</div>	<p>Create collaboratively, sharing ideas, resources and skills (Houses and homes, Creations)</p> <p>Safely use and explore a variety of material, tools and techniques, experimenting with colour, design, texture, form and function (Creations)</p> <p>Make use of props and materials when role playing characters in narratives and stories (Creations)</p>	<ul style="list-style-type: none"><li>Select and talk about choice of materials &amp; components. (Dinosaur Planet)</li><li>Know why it is important to follow safety &amp; hygiene procedures. (Chop, slice and mash)</li><li>Cut, shape &amp; join with greater independence. (Dinosaur Planet)</li><li>Select from a range of materials and components, according to their characteristics. (Dinosaur Planet)</li></ul>	<ul style="list-style-type: none"><li>Select and use a range of tools &amp; equipment. (Wriggle and Crawl)</li><li>Know why it is important to follow safety &amp; hygiene procedures. (Wriggle and Crawl)</li><li>Cut, shape and join materials. (Wriggle and Crawl)</li></ul>	<ul style="list-style-type: none"><li>Explain choices of tools &amp; equipment in relation to techniques used &amp; explain choice of materials and components according to functional &amp; aesthetic qualities. (Once upon a time)</li><li>Know why there is a need to follow safety &amp; hygiene procedures. (Once upon a time)</li><li>Measure, mark, cut, shape &amp; join materials with increased accuracy. (Once upon a time)</li><li>Use various finishing techniques. (Once upon a time)</li><li>Use some correct technical vocabulary. (All projects through key vocabulary)</li></ul>	<ul style="list-style-type: none"><li>Explain choices of tools &amp; equipment in relation to techniques used &amp; explain choice of materials and components according to functional &amp; aesthetic qualities. (Chocolate)</li><li>Know why there is a need to follow safety &amp; hygiene procedures. (Chocolate)</li><li>Measure, mark, cut, shape &amp; join materials with increased accuracy.</li><li>Use various finishing techniques.</li><li>Use some correct technical vocabulary. (All projects through key vocabulary)</li></ul>	<ul style="list-style-type: none"><li>Know why there is a need to follow safety &amp; hygiene procedures. (Allotment)</li><li>Select and use a wider range of tools/equipment to measure, mark, cut, shape, assemble, join and finish materials &amp; components accurately</li><li>Use various finishing techniques.</li><li>Use correct technical vocabulary. (All projects)</li><li>Select from &amp; use a more complex range of materials, components &amp; ingredients; taking into account their functional &amp; aesthetic properties. (Allotment)</li><li>Explain choices of tools &amp; equipment in relation to techniques used &amp; explain choices of materials and components according to functional &amp; aesthetic qualities.</li></ul>	<ul style="list-style-type: none"><li>Know why there is a need to follow safety &amp; hygiene procedures.</li><li>Select and use a wider range of tools/equipment to measure, mark, cut, shape, assemble, join and finish materials &amp; components accurately (Frozen Kingdom)</li><li>Use various finishing techniques. (Frozen Kingdom)</li><li>Use correct technical vocabulary. (All projects)</li><li>Select from &amp; use a more complex range of materials, components &amp; ingredients; taking into account their functional &amp; aesthetic properties. (Frozen Kingdom)</li><li>Explain choices of tools &amp; equipment in relation to techniques used &amp; explain choices of materials and components according to functional &amp; aesthetic qualities. (Frozen Kingdom)</li></ul>

	YR	Y1	Y2	Y3	Y4	Y5	Y6
<div>Evaluate</div> <div>Evaluating processes and products</div>	<p>Return to and build on their previous learning, refining ideas and developing their ability to represent them (Houses and homes, Creations)</p> <p>Share their creations, explaining the process they have used (Creations)</p>	<ul style="list-style-type: none"><li>Look at some existing products and think about what they like about them to help with own designs. (Dinosaur planet)</li><li>Consider what is liked about own ideas and products and think about what could be improved, based on my simple design criteria. (Chop, slice and mash)</li></ul>	<ul style="list-style-type: none"><li>Explore existing products and consider how these can help when designing own product. (Wriggle and Crawl)</li><li>Identify the strengths &amp; weaknesses in own ideas &amp; products, referring to the design criteria. Suggest how own products could be improved. (Wriggle and Crawl)</li></ul>	<ul style="list-style-type: none"><li>Explore existing products and consider how these can help with designing own product.</li><li>Consider the views of others to improve work. (Once upon a time)</li><li>Compare own work to the design specification and adapt design accordingly.</li><li>Investigate and analyse how well products are designed &amp; made. (Once upon a time)</li></ul>	<ul style="list-style-type: none"><li>Explore existing products and consider how these can help with designing own product. (Chocolate)</li><li>Consider the views of others to improve work.</li><li>Compare own work to the design specification and adapt design accordingly.</li><li>Investigate and analyse how well products are designed &amp; made.</li></ul>	<ul style="list-style-type: none"><li>Investigate and analyse a range of existing products to inform own design choices.</li><li>Test, evaluate &amp; improve ideas and products against a specification; taking into account views of users &amp; interested groups.</li><li>Understand how key events and individuals in design and technology have helped to shape the world. (Beast creator)</li></ul>	<ul style="list-style-type: none"><li>Investigate and analyse a range of existing products to inform own design choices. (Frozen Kingdom)</li><li>Test, evaluate &amp; improve ideas and products against a specification; taking into account views of users &amp; interested groups. (Frozen Kingdom)</li></ul>

	YR	Y1	Y2	Y3	Y4	Y5	Y6
<div>Technical Knowledge</div>	<ul style="list-style-type: none"><li>With support, use simple mechanisms (incl. levers, sliders, wheels &amp; axles).</li><li>Begin to build structures and consider how I can make them stronger. (Houses and homes)</li></ul>	<ul style="list-style-type: none"><li>Consider how structures can be made stronger &amp; more stable. (Dinosaur planet)</li></ul>	<ul style="list-style-type: none"><li>Explore and use simple mechanisms (incl. levers, sliders, wheels &amp; axles). (Wriggle and crawl)</li></ul>	<ul style="list-style-type: none"><li>Explore and use simple mechanisms (incl. levers, sliders, wheels &amp; axles). (Once upon a time)</li><li>Describe the movement of simple mechanisms used in my design (incl. levers, sliders, wheels &amp; axles). (Once upon a time)</li><li>Know how structures can be made stronger &amp; more stable. (Once upon a time)</li><li>Know how to strengthen, stiffen and reinforce structures. (Once upon a time)</li></ul>	<ul style="list-style-type: none"><li>Explore and use simple mechanisms (incl. levers, sliders, wheels &amp; axles).</li><li>Describe the movement of simple mechanisms used in my design (incl. levers, sliders, wheels &amp; axles).</li><li>Know how structures can be made stronger &amp; more stable.</li><li>Know how to strengthen, stiffen and reinforce structures.</li></ul>	<ul style="list-style-type: none"><li>Apply understanding of how to strengthen, stiffen and reinforce more complex structures. (Beast creator)</li><li>Understand and use mechanical systems in my products e.g. gears, pulleys, cams, levers and linkages. (Beast creator)</li><li>Know how electrical &amp; electronic systems can be powered &amp; used in own products.</li><li>Apply understanding of computing to program, monitor and control own products.</li></ul>	<ul style="list-style-type: none"><li>Know how electrical &amp; electronic systems can be powered &amp; used in own products.</li><li>Apply understanding of computing to program, monitor and control own products.</li></ul>

Food and Nutrition	YR	Y1	Y2	Y3	Y4	Y5	Y6
	<ul style="list-style-type: none"> <li>Know that different food is needed to keep us healthy and identify some foods that are healthier than others are. <a href="#">(Animal Kingdom, Superhero's)</a></li> <li>With support, prepare some simple dishes safely &amp; hygienically. <a href="#">(Animal Kingdom, Superhero's)</a></li> </ul>	<ul style="list-style-type: none"> <li>Know some foods that are grown, farmed or caught. <a href="#">(Chop, slice and mash)</a></li> <li>Know that a variety of food is needed to keep us healthy and can suggest some healthy food choices. <a href="#">(Chop, slice and mash)</a></li> <li>Prepare some simple dishes safely &amp; hygienically. <a href="#">(Chop, slice and mash)</a></li> </ul>		<ul style="list-style-type: none"> <li>Know where ingredients come from e.g. in the wider world.</li> <li>Know that seasons affect food availability.</li> <li>Understand and apply principles of healthy eating using the Eatwell Guide.</li> <li>Prepare &amp; cook dishes safely &amp; hygienically. <a href="#">(Chocolate)</a></li> </ul>	<ul style="list-style-type: none"> <li>Know where ingredients come from e.g. in the wider world.</li> <li>Know that seasons affect food availability.</li> <li>Understand and apply principles of healthy eating using the Eatwell Guide.</li> <li>Prepare &amp; cook dishes safely &amp; hygienically.</li> </ul>	<ul style="list-style-type: none"> <li>Know where ingredients come from and how food is processed into forms that can be eaten or used in cooking. <a href="#">(Allotment)</a></li> <li>Understand seasonality. <a href="#">(Allotment)</a></li> <li>Know that different foods contain different substances (nutrients, water and fibre) that are needed for health. <a href="#">(Allotment)</a></li> <li>Understand and apply the principles of a healthy and varied diet, using the knowledge of the Eatwell Guide <a href="#">(Allotment)</a>,</li> <li>Design, prepare &amp; cook predominately savoury dishes using a range of cooking techniques</li> <li>Know how to use safety practices when storing, preparing &amp; cooking food <a href="#">(Allotment)</a></li> <li>Know that recipes can be adapted to change the appearance, taste, texture and aroma. <a href="#">(Allotment)</a></li> </ul>	

Key Vocabulary	YR	Y1	Y2	Y3 & Y4	Y5 & Y6
	Build Cut Join Make Use Design Create Invent Recreate	Build Product Design Design criteria Structures Stable Strong Construct Test Client Evaluation	Sliding mechanism Lever mechanism Pivot Wheel mechanism Prototype Shape Join Strengths Model Templates Mechanism Components	evaluating, design brief, design criteria, innovative, prototype, user, purpose, function, appealing, planning, annotated sketch, sensory evaluations  hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested healthy/varied diet  mechanism, lever, linkage, pivot, slot, bridge, input, process, output linear, rotary, oscillating, reciprocating	function, innovative, design specification, design brief, user, purpose ,design brief, prototype, annotated sketch, research, functional, mock-up, prototype  fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble  pulley, gear, rotation, spindle, driver, follower, ratio, axle, motor, circuit, switch, circuit diagram, annotated drawings, exploded diagrams, mechanical system, electrical system, input, process, output