



Design and Technology Progression Map

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design	<p>Generate ideas by drawing on their own and imaginary experiences</p> <p>Explain what products they are making, who they are for and their purpose</p> <p>Explain how they have made their products suitable for the user or purpose</p> <p>Use simple design criteria to develop their ideas</p>	<p>Generate ideas by drawing on their own and imaginary experiences</p> <p>Explain what products they are making, who they are for and their purpose</p> <p>Explain how they have made their products suitable for the user or purpose</p> <p>Use simple design criteria to develop their ideas</p>	<p>Share and clarify ideas through discussion</p> <p>Use annotated sketches and exploded diagrams to develop and communicate ideas</p> <p>Describe the purpose of their products</p> <p>Make design decisions that take account of the availability of resources</p>	<p>Share and clarify ideas through discussion</p> <p>Use annotated sketches and exploded diagrams to develop and communicate ideas</p> <p>Design the purpose of their products indicate the design features of their products that will appeal to intended users gather information about the needs of individuals and groups generate realistic ideas focusing on the needs of the users</p> <p>Develop their own design criteria and use these to inform their ideas make design decisions that take account of the</p>	<p>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</p> <p>Carry out research to identify the needs and preferences of individuals develop a simple design specification</p> <p>Share and clarify ideas through discussion model ideas using prototypes use annotated sketches, drawings and exploded diagrams to develop and communicate their ideas generate realistic ideas focusing on the needs of the user</p>	<p>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</p> <p>Carry out research to identify the needs and preferences of individuals develop a simple design specification</p> <p>Share and clarify ideas through discussion model ideas using prototypes use annotated sketches, drawings and exploded diagrams to develop and communicate their ideas generate realistic ideas focusing on the needs of the user</p>



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				availability of resources	make design decisions taking into account resources available	make design decisions taking into account resources available
Make	<p>Follow procedures for safety and hygiene</p> <p>Use a range of materials including construction materials and mechanical components measure, mark out, cut and shape materials and components</p>	<p>Follow procedures for safety and hygiene</p> <p>Use a range of materials including construction materials and mechanical components, textiles and food</p> <p>Measure, mark out, cut and shape materials and components</p>	<p>Select tools and equipment suitable for the task</p> <p>Select materials and components suitable for the task</p> <p>Order the main stages of making</p> <p>Follow the procedures for safety and hygiene</p>	<p>Select tools and equipment suitable for the task</p> <p>Explain their choice of tools and equipment in relation to the skills and techniques they will be using</p> <p>Order the main stages of working measure, mark out, cut and shape materials and</p>	<p>Select tools and equipment for the task</p> <p>Explain their choice of tools and equipment select materials and components suitable for the task</p> <p>Explain the choice of material taking into account their design</p>	<p>Select tools and equipment for the task</p> <p>Explain their choice of tools and equipment select materials and components suitable for the task</p> <p>Explain the choice of material taking into account their design</p>



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	<p>assemble, join and combine materials and components</p> <p>Use finishing techniques</p>	<p>Assemble, join and combine materials and components</p> <p>Use finishing techniques</p>		<p>components with some accuracy assemble, join and combine materials and components with some accuracy apply a range of finishing techniques with some accuracy</p>	<p>Formulate step by step plans as a guide to making follow procedures for safety and hygiene accurately measure, mark out, cut and shape materials accurately assemble, join and combine materials accurately apply a range of finishing techniques</p> <p>Demonstrate resourcefulness when tackling practical problems</p>	<p>Formulate step by step plans as a guide to making follow procedures for safety and hygiene accurately measure, mark out, cut and shape materials accurately assemble, join and combine materials accurately apply a range of finishing techniques</p> <p>Demonstrate resourcefulness when tackling practical problems</p>
Evaluate	<p>Talk about their design ideas and what they are making make simple judgements about their product and ideas against the design criteria</p>	<p>talk about their design ideas and what they are making make simple judgements about their product and ideas against the design criteria explore what they like and dislike about products (their own and existing</p>	<p>Identify the strengths and areas for development in their ideas and products</p> <p>Consider the views of others to improve their work</p> <p>Use their design criteria to evaluate their completed products</p>	<p>Identify the strengths and areas for development in their ideas and products consider the views of others to improve their work</p> <p>Refer to the design criteria as they design and make</p>	<p>Identify the strengths and areas for development in their ideas and products consider the views of others to improve their work critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make</p>	<p>Identify the strengths and areas for development in their ideas and products consider the views of others to improve their work critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make</p>



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			<p>Investigate how well products have been design and made</p> <p>Investigate why materials have been chosen</p> <p>Measure, mark out, cut and shape materials and components with some accuracy</p> <p>Assemble, join and combine materials and components with some accuracy</p>	<p>Use their design criteria to evaluate their completed products</p> <p>Investigate how well products have been design and made</p> <p>Investigate why materials have been chosen</p>	<p>evaluate their ideas and products against their design specification</p> <p>Investigate other products, materials and features</p> <p>To know about inventors, designers and engineers who have developed ground breaking products</p>	<p>evaluate their ideas and products against their design specification</p> <p>Investigate other products, materials and features</p> <p>To know about inventors, designers and engineers who have developed ground breaking products</p>
Technical Knowledge	<p>Know about the movement of levers, sliders, wheels and axels</p> <p>Know how freestanding structures can be made stronger or more stable</p> <p>Use correct technical vocabulary for the</p>	<p>Know that a 3D textile produce can be assembled</p> <p>Use correct technical vocabulary for the projects they are undertaking</p>	<p>To use learning from science and maths to help design and make products</p> <p>To know that materials have both functional and aesthetic qualities</p> <p>To know how simple electrical circuits and components can be</p>	<p>To know that materials can be combined and mixed to create more useful characteristics</p> <p>To use the correct technical vocabulary for the projects they are undertaking</p>	<p>Know how materials can be combined</p> <p>Use correct technical vocabulary for the project that is being undertaken</p>	<p>Know how materials can be combined</p> <p>Use correct technical vocabulary for the project that is being undertaken</p> <p>To make a 3D textile product</p>



Design and Technology Progression Map

	projects they are undertaking		used to create functional products	To know how to make strong structures To make a 3D textile product		
Cooking and Nutrition	<p>Know that food comes from plants or animals</p> <p>Name and sort foods into the five groups</p>	<p>Know that food comes from plants or animals</p> <p>Know that food has to be farmed, grown elsewhere or caught</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 how to prepare simple dishes without using a heat source</p> <p>Use techniques such as cutting, peeling and grating</p>	<p>Know that to be active and healthy, food and drink are needed to provide energy for their body.</p>	<p>Know that food is grown, reared and caught in UK, Europe and the Wider World</p> <p>Know how to prepare and cook a variety of dishes safely and hygienically, and where appropriate use a heat source use a range of techniques (peeling, chopping, grating, mixing, kneading and baking)</p> <p>Know that to be active and healthy, food and drink are needed for energy and should be balanced</p>	<p>To know that the seasons affect available food</p> <p>To know how food is processed into ingredients</p> <p>To know how to prepare and cook a variety of predominately savoury dishes safely and hygienically</p> <p>To know how to use a range of techniques for preparing food</p> <p>To know that different food and drinks contain different substances</p>	<p>To know that the seasons affect available food</p> <p>To know how food is processed into ingredients</p> <p>To know how to prepare and cook a variety of predominately savoury dishes safely and hygienically</p> <p>To know how to use a range of techniques for preparing food</p> <p>To know that different food and drinks contain different substances</p>



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					that are needed for health	that are needed for health
Vocabulary						