



Design Technology Skill Progression also see Forest School

Year 1	Design	Make		Evaluate	Technical Knowledge	
	Eat more fruit and Veg -Use drawings to generate and communicate my healthy fruit/veg salad design.	Eat More Fruit & Veg -Use the right tools to cut, peel, grate and chop with adult supervision.	Playgrounds /Homes -Use hand saws to cut dowelling with adult supervision.	Eat More Fruit & Veg -Compare my finished fruit/veg salad to my original design and say what worked well and what I found hard.	Playgrounds/ Homes -Know how to make my structures stronger and more stable.	Eat More Fruit & Veg -Understand where fruit and vegetables come from.
Year 2	Design	Make		Evaluate	Technical Knowledge	
	Puppets -Design an appealing puppet for myself or for someone else.	Puppets -Select appropriate textiles according to their characteristics and appearance.	Puppets -Use running stitch to join fabric.	Moving Pictures -Explore and evaluate a range of moving mechanisms in story books.	Moving Pictures -Know why it is necessary to make mock ups before I make my final moving picture.	Moving Pictures -Know how to use mechanisms such as levers and sliders in my own moving pictures. (Design)
Year 3	Design	Make		Evaluate	Technical Knowledge	
	Photograph Frames -Develop my ideas for a photo frame using a prototype.	Photograph Frames	Sandwich Snacks -Select and combine	Sandwich Snacks	Photograph Frames -Apply my knowledge of	Sandwich Snacks

		-Cut a piece of wood accurately and safely to a marked line.	ingredients from a range different food groups to make an appealing sandwich.	-Consider the views of others when it comes to improving my sandwich design.	triangulation to help me strengthen and stiffen my photo frame.	-Know the different ingredients in bread and how they are grown.
Year 4	Design	Make		Evaluate	Technical Knowledge	
	Money Containers -Develop my ideas by using a pattern.	Money Containers -Accurately apply a range of finishing techniques to my finished product	Money Containers -Know how to sew back stitch or over stitch and understand their purposes	Torches/Alarms -Understand how key events and individuals have helped shape the world	Torches/Alarms Technical -Make an electrical system (bulb and switch) work in a circuit.	Money Containers -Know what a seam allowance is and can use it in my product
Year 5	Design	Make		Evaluate	Technical Knowledge	
	Cams-Moving Toys -Model and communicate my ideas through annotated sketches/cross-sectional drawings.	Cams-Moving Toys -Use a hand drill to make the correct size hole for a piece of dowelling/ a bradawl to mark holes.	Biscuits -Accurately weigh and measure ingredients using scales.	Biscuits -Investigate and analyse a range of existing biscuits considering flavour, texture and packaging.	Cams-Moving Toys -Understand and can use mechanical systems such as gears/pulleys/ cams in my moving toy.	Biscuits -Know how to prepare and cook biscuits using various techniques such as melting, drizzling, beating, kneading and rubbing in.
Year 6	Design	Make		Evaluate	Technical Knowledge	
	Controllable Vehicles -Generate and develop my ideas through computer aided design.	Controllable Vehicles -Use a glue gun with close supervision.	Shelters -Select from a wide range of tools and equipment to join and shape components effectively considering their functional properties.	Shelters -Critically evaluate the quality of my design, manufacture and fitness for purpose of my shelter.	Shelters -Know how to build more complex structures using a range of materials such as wood, card and corrugated plastic.	Controllable Vehicles -Know how to program a computer to control my vehicle.

