



Design							
Progression in skills (KS1)	Year 1	Year 2	Progression in skills (KS2)	Year 3	Year 4	Year 5	Year 6
Design	<p>Describe what they want to do using pictures and words</p> <p>Make lists of materials they will need</p> <p>Think of some ideas of their own</p> <p>Explain what they are making</p>	<p>Generate ideas through comparing existing products</p> <p>To design their product using pictures and words</p> <p>Say how the product will be useful to the user</p>	Design	<p>Plan their design, using diagrams and labels</p> <p>To have a design-criteria and establish a purpose/ audience for their product.</p> <p>Use what they know about the properties of materials to plan their ideas.</p>	<p>Create a detailed plan considering their target audience, design criteria and intended purpose</p> <p>Collect and use information to generate ideas</p> <p>Understand designs must meet a range of criteria.</p> <p>Include accurate measurements within the design.</p>	<p>Suggest some alternative designs and compare the benefits and drawbacks to inform the design process and outcome.</p> <p>Make up a prototype first.</p> <p>To be able to use computer-aided design to enhance their product.</p> <p>To include different view perspectives within one design e.g bird's eye view, third angle perspective.</p>	<p>Use a range of information to inform their design</p> <p>Use market research to inform plans</p> <p>Keep cost constraints in mind when selecting materials in design</p> <p>Use their knowledge of science and art when designing.</p> <p>When designing, showing the product from a range of angles including exploded diagrams.</p>



Make							
Progression in skills (KS1)	Year 1	Year 2	Progression in skills (KS2)	Year 3	Year 4	Year 5	Year 6
Make	<p>Make a product which moves.</p> <p>To be able to make safe cuts and shape using scissors.</p> <p>To be make their own design.</p>	<p>To use non-standard units of measure in creation.</p> <p>To be able to make safe cuts into a range of shapes using scissors.</p> <p>Children to start to adapt and refine their projects from their design.</p>	Make	<p>Children to start to measure using centimetres in their creation.</p> <p>Children to use different and appropriate tools safely - sharper knives,</p> <p>Children to proactively adapt and refine their projects from their design.</p> <p>Children to pick and use appropriate resources and materials.</p>	<p>Children to make accurate measurements in their creation.</p> <p>Children to be able to pick choose and appropriate tools and use safely.</p> <p>To be able to adapt and refine their projects from their design when they face obstacles with teacher prompt.</p>	<p>To build projects using markings and measurements.</p> <p>Children to use a range of tools to get different effects in their creation.</p> <p>Children to adapt plans based on obstacles that arise in creation.</p>	<p>To a build successful project based on appearance, function and user.</p> <p>Children to continue to use a range of tools for different effects safely.</p> <p>Children to adjust projects accordingly when obstacles arise without prompt.</p>



Evaluate							
Progression in skills (KS1)	Year 1	Year 2	Progression in skills (KS2)	Year 3	Year 4	Year 5	Year 6
Evaluate	<p>Children to be able to describe what they have made.</p> <p>Children to be able to say what they like about their product.</p>	<p>Children to describe what they have made and how they have made it.</p> <p>Children to say what they like about their product and what would they change next time.</p> <p>Children decide if their product is appropriate for their chosen user.</p>	Evaluate	<p>Children to explain why their product is or isn't appropriate for the intended user.</p> <p>Children to be able to discuss the skills they have used in their product creation.</p> <p>Children to evaluate their product based on their design criteria.</p>	<p>Children to evaluate the effectiveness of their product against the design criteria.</p> <p>Children to explain the drawbacks during the creation process and how they were able to overcome it.</p> <p>Children to explain in detail the product's suitability for its user.</p>	<p>Children to evaluate the quality and effectiveness of their design</p> <p>Children to evaluate how they could have prevented the drawbacks they faced during their creation.</p> <p>Children to suggest modifications and improvements for their product.</p>	<p>Children to self-assess and peer assess each other's work and produce a basic evaluation with guidance.</p> <p>Children to evaluate ways they overcame drawbacks and explain in detail what they would do differently in future products.</p>



Technical Knowledge - Mechanisms							
Progression in skills (KS1)	Year 1	Year 2	Progression in skills (KS2)	Year 3	Year 4	Year 5	Year 6
Technical knowledge	<p>Make a product which moves using levers and sliders.</p> <p>Say why they have chosen moving parts.</p> <p>Know how some moving objects work.</p>	<p>Join materials together as part of a moving product.</p> <p>Explain how different parts move</p> <p>Make a moving model that uses wheels, and axles.</p> <p>Talk about how moving objects work.</p>	Technical knowledge	<p>Make a product which uses mechanical components. (Levers and linkages)</p>		<p>Make a product which uses pneumatics</p> <p>Create designs that include cams, gears or pulleys.</p>	



Technical Knowledge - Electrical components							
Progression in skills (KS1)	Year 1	Year 2	Progression in skills (KS2)	Year 3	Year 4	Year 5	Year 6
Technical knowledge			Technical knowledge		<p>Make a simple circuit and add components to it</p> <p>Add electricity to create motion or make light.</p> <p>To know how to make a range of simple secure connections (twisting wires together, wrapping ends, taping over, connecting block)</p>		<p>Use a number of components in a circuit e.g. light, buzzer, motor</p> <p>Use different kinds of circuits in their product to improve it. E.g. series, parallel</p> <p>Incorporate a switch into their products</p> <p>Assess faults in their own electrical systems</p> <p>Test components in a simple series circuit</p> <p>Use computer programming to control a circuit. (Crumble, Microbits and TinkerCAD).</p>



Technical Knowledge - Textiles							
Progression in skills (KS1)	Year 1	Year 2	Progression in skills (KS2)	Year 3	Year 4	Year 5	Year 6
Technical knowledge		<p>Understand how simple 3-D textile products are made, using a template to create two identical shapes.</p> <p>Join fabrics using different techniques with easy thread (large eye) needles e.g. running stitch, glue, stapling.</p> <p>Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.</p>	Technical knowledge		<p>Investigate a range of textile products that have a selection of stitches, joins, fabrics, finishing techniques, fastenings and purposes, linked to the product they will design, make and evaluate.</p> <p>Disassemble appropriate textiles products to gain an understanding of 3-D shape, patterns and seam allowances.</p>		<p>Be able to thread a needle (smaller eye than Y2)</p> <p>Develop skills of sewing textiles by joining right side together and making seams.</p> <p>Investigate how to sew and shape curved edges by snipping seams, tack or attach wadding or stiffening learn how to start and finish off a row of stitches</p> <p>To be able to use an</p>



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					<p>Strengthen, stiffen and reinforce existing fabrics.</p> <p>Understand the need for patterns and seam allowances.</p> <p>Securely join two pieces of fabric together using a range of stitching techniques, running stitch (Y2), over-stitch and blanket stitch. Glue gun if necessary.</p>		<p>appropriate stitch learned for a given task.</p> <p>Pin a pattern on to fabric ensuring limited wastage, leave a seam allowance use different cutting techniques.</p> <p>Develop skills of computer-aided design (CAD) by using on-line pattern making software to generate pattern pieces.</p>
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Technical Knowledge - Structures							
Progression in skills (KS1)	Year 1	Year 2	Progression in skills (KS2)	Year 3	Year 4	Year 5	Year 6
Technical knowledge	<p>Make freestanding structures stronger, stiffer and more stable.</p> <p>Join some simple materials using glue, tape, blue tack, staples, paper clips</p> <p>Know a simple order of making a structure</p>		Technical knowledge	<p>Use more sophisticated methods for stiffening/strengthening structures using triangulation.</p> <p>Use a 2D net to create a 3D structure.</p> <p>Use tools appropriate for cutting and scoring materials (rulers and scissors).</p> <p>Test a material's strength</p> <p>Use CAD to develop a product (TinkerCAD).</p>		<p>Stiffen, strengthen and reinforce a range of 3-D frameworks</p> <p>Know which materials are best suited to stiffen and reinforce by selecting them due to their properties</p> <p>Know which shapes are the strongest and will support the most weight in a structure</p> <p>Use a range of tools i.e. junior hacksaws, G-clamps, bench hooks, hand drills safely</p>	



Cooking and Nutrition							
Progression in skills (KS1)	Year 1	Year 2	Progression in skills (KS2)	Year 3	Year 4	Year 5	Year 6
Food and nutrition	<p>Describe textures</p> <p>Wash hands & clean surfaces</p> <p>Describe differences between some food groups (i.e. Sweet, vegetable etc.)</p> <p>Discuss how fruit and vegetables are healthy</p> <p>Understand how to hold a knife safely.</p> <p>To cut through soft</p>	<p>Explain hygiene and keep a hygienic kitchen</p> <p>Describe properties of ingredients and importance of varied diet</p> <p>To cut through different ingredients.</p> <p>To be able to spread, grate a range of ingredients.</p>	Food and nutrition	<p>Use equipment safely</p> <p>Make product look attractive</p> <p>To reference how food and drink are needed for active/healthy bodies to build onto scientific knowledge.</p> <p>Grow in confidence using some of the following techniques: sieving, mixing, combining, kneading, rolling and</p>	<p>To be safe and hygienic within a kitchen setting.</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</p>	<p>To independently put safety and hygienic methods into practice.</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</p>	<p>Understand a recipe can be adapted by adding / substituting ingredients.</p> <p>Explain seasonality of foods</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 a dish</p>



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	ingredients.			<p>baking</p> <p>Under supervision, to be able to use a relevant cooking method - i.e. Baking, frying, boiling...</p>	<p>caught in the UK or wider world</p> <p>To consider the different groups in the creation of dishes.</p> <p>Use some of the following techniques: peeling, crushing, chopping, slicing, grating, mixing, combining, shaping</p>	<p>world.</p> <p>Describe how recipes can be adapted to change appearance, taste, texture, aroma.</p> <p>Prepare and cook a seasonal dish safely and hygienically.</p> <p>Accurately weigh, measure and combine ingredients.</p> <p>Use range of techniques such as mixing, , kneading, rolling and baking.</p>	<p>that contributes a healthy varied diet.</p> <p>Prepare and cook a savoury dish safely and hygienically including using a hob as a heat source.</p> <p>Choose an appropriate technique in preparation of dishes from already learnt practice.</p> <p>Use a range of cooking techniques; fry/sauté, simmer/boil/bake</p>
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