

Design Technology Skills Progression

Developing, planning and communicating ideas.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Begin to draw on their	Start to generate ideas	With growing confidence	Start to generate ideas,	Start to generate,	Generate, develop, model
own experience to help	by drawing on their own	generate ideas for an	considering the purposes	develop, model and	and communicate their
generate ideas and	and other people's	item, considering its	for which they are	communicate their ideas	ideas through discussion,
research conducted on	experiences.	purpose and the user/s.	designing-link with	through discussion,	annotated sketches,
criteria.			mathematics and science.	annotated sketches,	cross-sectional and
	Begin to develop their	Start to order the main		cross-sectional and	exploded diagrams,
Begin to develop their	design ideas through	stages of making a	Confidently make	exploded diagrams,	prototypes, pattern
ideas through talk and	discussion, observation,	product. Identify a	labelled drawings from	prototypes, pattern	pieces
drawings. Make	drawing and modelling.	purpose and establish	different views showing	pieces.	
templates and mock ups		criteria for a successful	specific features.		Use research and
of their ideas in card and	Identify a purpose for	product.		Begin to use research	develop design criteria
paper or using ICT.	what they intend to		Develop a clear idea of	and develop design	to inform the design of
	design and make.	Know to make drawings	what has to be done,	criteria to inform the	innovative, functional,
Begin to understand the		with labels when	planning how to use	design of innovative,	appealing products that
development of existing	Understand how to	designing.	materials, equipment and	functional, appealing	are fit for purpose.
products: What they are	identify a target group		processes, and	products that are fit for	
for, how they work,	for what they intend to	Understand how well	suggesting alternative	purpose.	Accurately apply a range
materials used. Start to	design and make based	products have been	methods of making, if		of finishing techniques,
suggest ideas and explain	on design criteria.	designed, made, what	the first attempts fail.	With growing confidence	including those from art
what they are going to	Develop their ideas	materials have been used	Identify the strengths	apply a range of finishing	and design.
do.	through talk and	and the construction	and areas for	techniques, including	
	drawings and label parts.	technique.	development in their	those from art and	Draw up a specification
Understand how to	Make templates and		ideas and products.	design.	for their design- link
identify a target group	mock ups of their ideas	Learn about inventors,			with Mathematics and
for what they intend to	in card and paper or	designers, engineers,	When planning considers	Draw up a specification	Science.
	using ICT.	chefs and manufactures	the views of others,	for their design- link	



design and make based	who have developed	including intended users,	with Mathematics and	Plan the order of their
on a design criteria.	ground-breaking	to improve their work.	Science.	work, choosing
	products.			appropriate materials,
		Learn about inventors,	Use results of	tools and techniques.
	Start to understand	designers, engineers,	investigations,	
	whether products can be	chefs and manufacturers	information sources,	Suggest alternative
	recycled or reused.	who have developed	including ICT when	methods of making if the
		ground-breaking	developing design ideas.	first attempts fail.
	When planning, explain	products.		
	their choice of materials		With growing confidence	Identify the strengths
	and components including	When planning explains	select appropriate	and areas for
	function and aesthetics.	their choice of materials	materials, tools and	development in their
		and components	techniques.	ideas and products.
		according to function and		
		aesthetic	Start to understand how	Know how much products
			much products cost to	cost to make, how
			make, how sustainable	sustainable and
			and innovative they are	innovative they are and
			and the impact products	the impact products have
			have beyond their	beyond their intended
			intended purpose.	purpose.

Working with tools, equipment, materials and components to make quality products.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Begin to make their	Begin to select tools and	Select a wider range of	Select a wider range of	Select appropriate	Confidently select
design using appropriate	materials; use correct	tools and techniques for	tools and techniques for	materials, tools and	appropriate materials,
techniques.		making their product e.g.		techniques e.g. cutting,	



Begin to build structures, exploring how they can be made stronger, stiffer and more stable.

Explore and use mechanisms e.g. levers, sliders, wheel and axles in their products.

With help measure, mark out, cut and shape a range of materials.

Explore tools e.g. scissors and a hole punch safely.

Begin to assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape.

Begin to use simple finishing techniques to improve the appearance of their product. vocabulary to name and describe them.

Build structures, exploring how they can be made stronger, stiffer and more stable.

With help measure, cut and score with some accuracy. Learn to use hand tools safely and appropriately.

Start to assemble, join and combine materials in order to make a product. Demonstrate how to cut, shape and join fabric to make a simple product.

Use basic sewing techniques.

Start to choose and use appropriate finishing techniques based on own ideas

construction materials, kits textiles, food ingredients, mechanical components and electrical components.

Explain their choice of tools and equipment in relation to the skills and techniques they will be using.

Start to understand that mechanical and electrical systems have an input, process and output.

Start to understand that mechanical systems such as levers and linkages or pneumatic systems create movement.

Know how simple electrical circuits and components can be used to create functional products.

Measure, mark out, cut, score and assemble

making their product safely.

Know how to measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and technique.

Start to join and combine materials and components accurately in temporary and permanent ways.

Know how mechanical systems such as cams or pulleys or gears create movement.

Understand how more complex electrical circuits and components can be used to create functional products.

Continue to learn how to program a computer to monitor changes in the environment and control their products.

shaping, joining and finishing, accurately.

Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

Understand how mechanical systems such as cams or pulleys or gears create movement.

Know how more complex electrical circuits and components can be used to create functional products and how to program a computer to monitor changes in the environment and control their products.

Begin to measure and mark out more accurately. tools and techniques and use them.

Use tools accurately and safely.

Assemble components to make working models.

Aim to make and to achieve a quality product.

With confidence pin, sew and stitch materials together to create a product.

Demonstrate when making modifications as they go along.

Construct products using permanent joining techniques.

Understand how mechanical systems such as cams or pulleys or gears create movement.

Know how more complex electrical circuits and



components with more accuracy.

Start to think about their ideas as they make progress and be willing to change things if this helps them to improve their work.

Start to work safely and accurately with a range of simple tools.

Start to measure, tape or pin, cut and join fabric with some accuracy.

Understand how to reinforce and strengthen a 3D framework.

Sew using a range of different stitches, to weave and knit.

Demonstrate how to measure, tape or pin, cut and join fabric with some accuracy.

Begin to use finishing techniques to strengthen and improve the appearance of their product using a range of equipment including ICT. Demonstrate how to use skills in using different tools and equipment safely and accurately with growing confidence cut and join with accuracy to ensure a good-quality finish to the product.

Weigh and measure accurately (time, dry ingredients, liquids)

Use finishing techniques
to strengthen and
improve the appearance
of their product using a
range of equipment
including ICT

components can be used to create functional products and how to program a computer to monitor changes in the environment and control their products.

Know how to reinforce and strengthen a 3D framework.

Understand that mechanical and electrical systems have an input, process and output.

Use finishing techniques to strengthen and improve the appearance of their product using a range of equipment including ICT.

Evaluating processes and products

Year 1Year 2Year 3Year 4Year 5Year 6	Year 1
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Start to evaluate their product by discussing how well it works in relation to the purpose (design criteria).

When looking at existing products explain what they like and dislike about products and why.

Begin to evaluate their products as they are developed, identifying strengths and possible changes they might make.

Evaluate their work against their design criteria.

Look at a range of existing products explain what they like and dislike about products and why.

Start to evaluate their products as they are developed, identifying strengths and possible changes they might make.

With confidence talk about their ideas, saying what they like and dislike about them. Start to evaluate their product against original design criteria e.g. how well it meets its intended purpose.

Begin to disassemble and evaluate familiar products and consider the views of others to improve them.

Evaluate the key designs of individuals in design and technology has helped shape the world.

Evaluate their products carrying out appropriate tests.

Start to evaluate their work both during and at the end of the assignment.

Be able to disassemble and evaluate familiar products and consider the views of others to improve them.

Evaluate the key designs of individuals in design and technology has helped shape the world.

Start to evaluate a product against the original design specification and by carrying out tests.

Evaluate their work both during and at the end of the assignment.

Begin to evaluate it personally and seek evaluation from others.

Evaluate the key designs of individuals in design and technology has helped shape the world.

Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests.

Evaluate their work both during and at the end of the assignment.

Record their evaluations using drawings with labels.

Evaluate against their original criteria and suggest ways that their product could be improved.

Evaluate the key designs of individuals in design and technology has helped shape the world.

Food and Nutrition

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Begin to understand that all food comes from plants or animals.

Explore the understanding that food has to be farmed, grown elsewhere (e.g. home) or caught.

Start to understand how to name and sort foods into the five groups in 'The Eat well plate'.

Begin to understand that everyone should eat at least five portions of fruit and vegetables every day.

Know how to prepare simple dishes safely and hygienically, without using a heat source.

Know how to use techniques such as cutting, peeling and grating. Understand that all food comes from plants or animals.

Know that food has to be farmed, grown elsewhere (e.g. home) or caught.

Understand how to name and sort foods into the five groups in 'The Eat well plate'.

Know that everyone should eat at least five portions of fruit and vegetables every day.

Demonstrate how to prepare simple dishes safely and hygienically, without using a heat source.

Demonstrate how to use techniques such as cutting, peeling and grating. Start to know that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world.

Understand how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source.

Begin to understand how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.

Start to understand that a healthy diet is made up from a variety and balance of different food and drink, as Understand that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world.

Understand how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source.

Know how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.

To know that a healthy diet is made up from a variety and balance of different food and drink, as depicted in 'The Eat well plate'.

Understand that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world.

Begin to understand that seasons may affect the food available.

Understand how food is processed into ingredients that can be eaten or used in cooking.

Know how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source.

Start to understand how to use a range of techniques such as peeling, slicing, chopping, grating, mixing, Know that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world.

Understand that seasons may affect the food available.

Understand how food is processed into ingredients that can be eaten or used in cooking.

Know how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source

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depicted in 'The Eat well	Know that to be active	spreading, kneading and	
plate'.	and healthy, food and	baking.	Know different food and
	drink are needed to		drink contain different
Begin to know that to be	provide energy for the	Begin to understand	substances – nutrients,
active and healthy, food	body.	that different food and	water and fibre - that
and drink are needed to		drink contain different	are needed for health.
provide energy for the		substances – nutrients,	
body.		water and fibre - that	
		are needed for health.	