Chapel St Leonards Primary School

Design and Technology Curriculum Progression

Key Stage 1	Y1 A	Y1 Sp	Y1 Su	Y2 A	Y2 Sp	Y2 Su
Design purposeful, functional, appealing products for themselves and other users based on design criteria	✓	✓	✓	✓	✓	✓
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	✓			✓	✓	✓
Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.	✓	✓		✓	✓	✓
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	✓			✓	✓	✓
Explore and evaluate a range of existing products		✓		✓	✓	✓
Evaluate their ideas and products against design criteria	✓		✓	✓	✓	✓
Build structures, exploring how they can be made stronger, stiffer and more stable	✓			✓		
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.			✓	✓		
Use the basic principles of a healthy and varied diet to prepare dishes.		✓				✓
Understand where food comes from.		✓				✓

Key Stage 2	**Y3 A**	**Y3 Sp**	**Y3 Su**	**Y4 A**	**Y4 Sp**	**Y4 Su**	**Y5 A**	**Y5 Sp**	**Y5 Su**	**Y6 A**	**Y6 Sp**	**Y6 Su**
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups	✓	✓	✓		✓		✓					
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	✓	✓	✓	✓	✓		✓	✓				
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, 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	✓	✓	✓		✓		✓	✓	✓	✓		
Investigate and analyse a range of existing products	✓	✓	✓	✓	✓	✓	✓	✓				✓
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	✓	✓	✓	✓	✓		✓	✓	✓			
Understand how key events and individuals in design and technology have helped shape the world								✓	✓		✓	
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures		✓					✓	✓				✓
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	✓							✓				✓
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]				✓								✓
Apply their understanding of computing to program, monitor and control their products		✓					✓	✓				✓
Understand and apply the principles of a healthy and varied diet.			✓			✓			✓		✓	
Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.			✓			✓			✓		✓	
Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.			✓			✓			✓		✓	

Key Concepts			
	To master practical skills *This concept involves developing the skills needed to make high quality products*	**To design, make, evaluate and improve** *This concept involves developing the process of design thinking and seeing design as a process.*	**To take inspiration from design throughout history** *This concept involves appreciating the design process that has influenced the products we use in everyday life*
Y5/6	DT1: Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms). DT2: Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. DT3: Demonstrate a range of baking and cooking techniques. DT4: Create and refine recipes, including ingredients, methods, cooking times and temperatures. DT5: Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape). DT6:Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper). DT7: Create objects (such as a cushion) that employ a seam allowance. Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration). DT8: Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion). DT9: Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips). DT10: Write code to control and monitor models or products. DT11: Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding). DT12: Convert rotary motion to linear using cams. DT13: Use innovative combinations of electronics (or computing) and mechanics in product designs.	DT14: Design with the user in mind, motivated by the service a product will offer (rather than simply for profit) DT15: Make products through stages of prototypes, making continual refinements. DT16: Ensure products have a high quality finish, using art skills where appropriate. DT17: Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.	DT18: Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. DT19: Create innovative designs that improve upon existing products. D20: Evaluate the design of products so as to suggest improvements to the user experience.
Y3/4	DT1: Prepare ingredients hygienically using appropriate utensils. DT2: Measure ingredients to the nearest gram accurately. DT3: Follow a recipe. DT4: Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking). DT5: Cut materials accurately and safely by selecting appropriate tools. DT6: Measure and mark out to the nearest millimetre. DT7: Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs). DT8: Select appropriate joining techniques. DT9: Understand the need for a seam allowance. DT10: Join textiles with appropriate stitching. DT11: Select the most appropriate techniques to decorate textiles. DT12: Create series and parallel circuits DT13: Control and monitor models using software designed for this purpose. DT14: Choose suitable techniques to construct products or to repair items. DT15: Strengthen materials using suitable techniques. DT16: Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears)	DT17: Design with purpose by identifying opportunities to design. DT18: Make products by working efficiently (such as by carefully selecting materials). DT19: Refine work and techniques as work progresses, continually evaluating the product design. DT20: Use software to design and represent product designs.	DT21: Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs. DT22: Improve upon existing designs, giving reasons for choices. DT23: Disassemble products to understand how they work.
Y1/2	DT1: Cut, peel or grate ingredients safely and hygienically. DT2: Measure or weigh using measuring cups or electronic scales. DT3:Assemble or cook ingredients. DT4: Cut materials safely using tools provided. DT5: Measure and mark out to the nearest centimetre. DT6: Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). DT7: Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). DT8: Shape textiles using templates. DT9: Join textiles using running stitch. DT10: Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). DT11: Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage). DT12: Model designs using software. DT13: Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. DT14: Create products using levers, wheels and winding mechanisms.	DT15: Design products that have a clear purpose and an intended user. DT16: Make products, refining the design as work progresses. DT17: Use software to design.	DT18: Explore objects and designs to identify likes and dislikes of the designs. DT19: Suggest improvements to existing designs. DT20: Explore how products have been created.