

## 'Learn with love, flourish with faith.'

## **Curriculum Subject Skills Progression Framework**

## Subject: Design & Technology

	EYFS	Year I and Year 2:	Year 3 and Year 4:	Year 5 and Year 6:
Research	<ul> <li>Explore how things work</li> <li>Talk about the differences between materials and changes they notice</li> <li>Explore different materials freely, to develop their ideas about how to use them and what to make</li> </ul>	<ul> <li>Explore a range of existing products, discussing how they are made and how they work.</li> <li>Discuss how these products could help them with their own design</li> </ul>	<ul> <li>Learn about how key events and individuals in design and technology have helped shape the world.</li> <li>Investigate and analyse a range of existing products, discussing their features, construction, purpose and intended users.</li> </ul>	<ul> <li>Learn about how key events and individuals in design and technology have helped shape the world.</li> <li>Investigate and analyse a range of existing products, discussing their features, construction, purpose and intended users.</li> </ul>
Design	<ul> <li>Draw with increasing complexity and detail</li> <li>Develop their own ideas and then decide which materials to use to express them</li> <li>Create collaboratively, sharing ideas, resources and skills</li> </ul>	<ul> <li>Talk about what they want to make, in relation to the design brief and their research.</li> <li>Draw a simple picture of their product and add some words, e.g. its parts/materials.</li> <li>Choose the materials/ingredients/tools they will use, from a limited selection.</li> <li>Write down some of the materials/ ingredients/tools they</li> </ul>	<ul> <li>Use their research to develop some of their own design criteria.</li> <li>Draw a fully labelled sketch/diagram of their product, including some measurements.</li> <li>Indicate where a mechanism will go and briefly explain how it will function.</li> <li>Choose the materials/ingredients/tools they will use, based on their suitability for the task.</li> </ul>	<ul> <li>Use their research to develop their own design criteria.</li> <li>Draw a fully labelled/annotated sketch/diagram of their product, including measurements and cross-sections.</li> <li>Indicate where/how materials will be joined in order to create a stable structure.</li> <li>Choose the materials/ingredients/tools they will use, based on their suitability for the</li> </ul>

		T	T	
		will need, using a word bank to	List the materials/ ingredients/tools	task, including sourcing their own
		help them. Food and cookery	they will need.	materials where appropriate.
		Understand the basic principles of	Order the main stages of making.	List the materials/ ingredients/tools
		a healthy and varied diet and that	Food and cookery	they will need.
		they are designing a healthy dish.	,	,
		are designing a reality distri	Use the principles of a healthy and	Write (brief) instructions for how
		Create a basic recipe, using	varied diet to help inform their design	they intend to make their product.
		drawings and labels	decisions.	Food and cookery
		drawings and labers	decisions.	1 ood and cookery
			Create/adapt a recipe with help,	Independently apply the principles
			including some weight/volume	of a healthy and varied diet to inform
			measurements.	their design decisions.
				Apply their knowledge of
				seasonality and locality of food to
				inform their design decisions.
				illiorni dell' design decisions.
				Create/adapt a recipe, including
				weight/volume measurements.
				, , e.g., a , e.a., ee., ee.,
Make/construction	Safely use and explore a variety of	Mark materials before cutting.	Measure and mark materials before	Measure and mark materials with
	materials, tools and techniques,		cutting.	increased accuracy, before cutting.
	experimenting with colour,	Cut paper and other materials		
	design, texture, form and function	safely and with some accuracy.	<ul> <li>Cut materials accurately, using</li> </ul>	Cut materials accurately, using
	Make use of props and materials		appropriate tools.	appropriate tools.
	when role playing characters in	Join paper and other materials		
	narratives and stories	using a variety of basic methods	Join a range of materials using a variety	Join a range of materials using a
	Create closed shapes with	such as gluing, taping, clipping, tying.	of methods, usually choosing the method most suited to the task.	variety of suitable methods.
	continuous lines and begin to use these shapes to represent objects	Use simple components, such as	metriod most suited to the task.	Test their product as they work,
	• Join different materials and	split pins.	Test their product as they work,	making informed adjustments and
	explore different textures	Tr Tr	making informed adjustments to ensure	sometimes anticipating problems.
	Make imaginative and complex	Create a basic mechanism	their product meets the design criteria.	
	'small worlds' with blocks and	(lever/slider).		Apply their prior knowledge and
	construction kits		<ul> <li>Apply their prior knowledge and</li> </ul>	understanding to make structures
		Test their product as they work.	understanding to make structures	stiffer/ more stable as they work.
			stiffer/ more stable as they work.	
		• Experiment with ways to make a		Create a polished and well-finished
		structure stiffer/more stable as	Create a working mechanism and	product.
		they work.	incorporate it into their product.	

		Pay attention to the finishing of their product	
Make/food	<ul> <li>Observe basic food hygiene procedures with support – washing hands; washing fruit/veg; keeping meat separate; cleaning surfaces before and after preparing food.</li> <li>Peel fruit/veg where necessary.</li> <li>Use a knife and chopping board safely.</li> <li>Serve food in an appealing way.</li> </ul>	<ul> <li>Observe basic food hygiene procedures – washing hands, washing fruit/veg; avoiding cross contamination when preparing raw meat; cleaning surfaces before and after preparing food.</li> <li>Use appropriate tools to peel, chop, slice, grate and mix ingredients.</li> <li>Cook the product in the oven, ensuring it is fully cooked.</li> </ul>	<ul> <li>Observe basic food hygiene procedures – washing hands, washing fruit/veg; avoiding cross contamination when preparing raw meat; cleaning surfaces before and after preparing food.</li> <li>Use appropriate tools to peel, chop slice, grate and mix ingredients.</li> <li>Cook food in the oven and/or on a stove top, ensuring it is fully cooked.</li> </ul>
	Clean/wash up after themselves.	<ul> <li>Serve food in an appealing way.</li> <li>Clean/wash up after themselves</li> </ul>	<ul> <li>Serve food in an appealing way.</li> <li>Clean/wash up after themselves</li> <li>Make healthier options</li> <li>scale a recipe quantity up or down</li> </ul>
Make/textiles	<ul> <li>Making/using simple paper pattern pieces.</li> <li>Cutting fabric carefully</li> <li>Learning sewing basics — threading a needle, knotting your thread, finishing off.</li> <li>Sewing using running stitch, attempting to produce neat, equal stitches</li> </ul>	Knitting club opportunity	<ul> <li>Making/using a paper pattern (front and back pieces).</li> <li>Including a seam allowance.</li> <li>Cutting fabric accurately.</li> <li>Sewing basics – threading a needle, knotting your thread, finishing off.</li> <li>Sewing neatly using running stitch/back stitch.</li> <li>Turning out so stitching is hidden.</li> </ul>

		embellishing by adding design features e.g. sequins		Creating designs on fabric using applique/pens/ paint.      Incorporating a fastening component — button/zip/press stud
Evaluate	Return to and build on their previous learning, refining ideas and developing their ability to represent them	<ul> <li>Describe what went well and which aspects of their product they are pleased with.</li> <li>Describe anything that didn't work as well and any changes they had to make.</li> <li>Discuss whether they think their intended user will like/did like the product and why.</li> <li>(Can be done verbally or written)</li> </ul>	<ul> <li>Identify and discuss the strengths of their product.</li> <li>Identify any areas for development/ improvements that could be made.</li> <li>Discuss whether the product meets the requirements of the brief/the needs of the user – is it fit for purpose?</li> <li>Take part in peer evaluation, giving and receiving feedback from fellow pupils.</li> </ul>	<ul> <li>Identify and discuss the strengths of their product.</li> <li>Identify any areas for development/ improvements that could be made.</li> <li>Discuss whether the product meets the requirements of the brief/the needs of the user – is it fit for purpose?</li> <li>Take part in peer evaluation, giving and receiving feedback from fellow pupils.</li> </ul>