

Progression in DT

NB. Skills progression adapted from: Design and Technology Progression Framework (Design and Technology Association National Curriculum Expert Group for D&T)

Year 1		
Designing	Understanding contexts, users and purposes	<ul style="list-style-type: none"> work confidently within a range of contexts, such as imaginary, story-based, home, school, gardens, playgrounds, state what products they are designing and making describe what their products are for use simple design criteria to help develop their ideas
	Generating, developing, modelling and communicating ideas	<ul style="list-style-type: none"> generate ideas by drawing on their own experiences develop and communicate ideas by talking and drawing
Making	Planning	<ul style="list-style-type: none"> plan by suggesting what to do next select from a range of tools and equipment, explaining their choices select from a range of materials and components according to their characteristics
	Practical skills and techniques	<ul style="list-style-type: none"> follow procedures for safety and hygiene use a range of materials and components mark out, cut and shape materials and components assemble, join and combine materials and components use finishing techniques, including those from art and design
Evaluating	Own ideas and products	<ul style="list-style-type: none"> talk about their design ideas and what they are making make simple judgements about their products and ideas suggest how their products could be improved
	Existing products	<p>Explore:</p> <ul style="list-style-type: none"> what products are who products are for what products are for what materials products are made from what they like and dislike about products
Technical Knowledge	Making products work	<p>Know:</p> <ul style="list-style-type: none"> about the simple working characteristics of materials and components about the movement of simple mechanisms such as wheels and axles how freestanding structures can be made stronger, stiffer and more stable that a 3-D textiles product can be assembled from two identical fabric shapes that food ingredients should be combined according to their sensory characteristics the correct technical vocabulary for the projects they are undertaking

Cooking and Nutrition	Where food comes from	Know: <ul style="list-style-type: none">• that all food comes from plants or animals• that food has to be farmed, grown elsewhere (e.g. home) or caught
	Food preparation, cooking and nutrition	Know: <ul style="list-style-type: none">• that everyone should eat at least five portions of fruit and vegetables every day• how to prepare simple dishes safely and hygienically, without using a heat source• how to use techniques such as cutting, peeling and grating

Year 2

Designing	Understanding contexts, users and purposes	<ul style="list-style-type: none"> • work confidently within a range of contexts, such as imaginary, story-based, home, school, gardens, playgrounds, local community, industry and the wider environment • say whether their products are for themselves or other users • say how their products will work • say how they will make their products suitable for their intended users • use simple design criteria to help develop their ideas
	Generating, developing, modelling and communicating ideas	<ul style="list-style-type: none"> • generate ideas by drawing on their own experiences • develop and communicate ideas by talking and drawing • use knowledge of existing products to help come up with ideas • model ideas by exploring materials, components and construction kits and by making templates and mockups • use information and communication technology, where appropriate, to develop and communicate their ideas
Making	Planning	<ul style="list-style-type: none"> • plan by suggesting what to do next • select from a range of tools and equipment, explaining their choices • select from a range of materials and components according to their characteristics
	Practical skills and techniques	<ul style="list-style-type: none"> • follow procedures for safety and hygiene • use a range of materials and components, including construction materials and kits, textiles, food ingredients and mechanical components • measure, mark out, cut and shape materials and components • assemble, join and combine materials and components • use finishing techniques, including those from art and design
Evaluating	Own ideas and products	<ul style="list-style-type: none"> • talk about their design ideas and what they are making • make simple judgements about their products and ideas against design criteria • suggest how their products could be improved
	Existing products	<p>Explore:</p> <ul style="list-style-type: none"> • what products are • who products are for • what products are for • how products work • how products are used • where products might be used • what materials products are made from • what they like and dislike about products
Technical Knowledge	Making products work	<p>Know:</p> <ul style="list-style-type: none"> • about the simple working characteristics of materials and components • about the movement of simple mechanisms such as levers and sliders

		<ul style="list-style-type: none"> • how freestanding structures can be made stronger, stiffer and more stable • that food ingredients should be combined according to their sensory characteristics • the correct technical vocabulary for the projects they are undertaking
Cooking and Nutrition	Where food comes from	<p>Know:</p> <ul style="list-style-type: none"> • that all food comes from plants or animals • that food has to be farmed, grown elsewhere (e.g. home) or caught
	Food preparation, cooking and nutrition	<p>Know:</p> <ul style="list-style-type: none"> • how to name and sort foods into the five groups in The eatwell plate • that everyone should eat at least five portions of fruit and vegetables every day • how to prepare simple dishes safely and hygienically, without using a heat source • how to use techniques such as cutting, peeling and grating

Year 3

Designing	Understanding contexts, users and purposes	<ul style="list-style-type: none"> work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment describe the purpose of their products
	Generating, developing, modelling and communicating ideas	<ul style="list-style-type: none"> share and clarify ideas through discussion model their ideas using prototypes and pattern pieces use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas
Making	Planning	<ul style="list-style-type: none"> select tools and equipment suitable for the task explain their choice of tools and equipment in relation to the skills and techniques they will be using select materials and components suitable for the task order the main stages of making
	Practical skills and techniques	<ul style="list-style-type: none"> follow procedures for safety and hygiene use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components measure, mark out, cut and shape materials and components with some accuracy assemble, join and combine materials and components with some accuracy apply a range of finishing techniques, including those from art and design
Evaluating	Own ideas and products	<ul style="list-style-type: none"> identify the strengths and areas for development in their ideas and products consider the views of others, including intended users, to improve their work
	Existing products	Investigate and analyse: <ul style="list-style-type: none"> how well products have been designed how well products have been made why materials have been chosen what methods of construction have been used how well products work
	Key events and individuals	Know about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products
Technical Knowledge	Making products work	Know: <ul style="list-style-type: none"> how to use learning from science to help design and make products that work how to use learning from mathematics to help design and make products that work that materials have both functional properties and aesthetic qualities the correct technical vocabulary for the projects they are undertaking

		<ul style="list-style-type: none"> • how to make strong, stiff shell structures • that a single fabric shape can be used to make a 3D textiles product • that food ingredients can be fresh, pre-cooked and processed
Cooking and Nutrition	Where food comes from	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
	Food preparation, cooking and nutrition	<p>Know:</p> <ul style="list-style-type: none"> • how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source • how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking • that a healthy diet is made up from a variety and balance of different food and drink, as depicted in The eatwell plate that to be active and healthy, food and drink are needed to provide energy for the body

Year 4

Designing	Understanding contexts, users and purposes	<ul style="list-style-type: none"> work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment describe the purpose of their products indicate the design features of their products that will appeal to intended users explain how particular parts of their products work gather information about the needs and wants of particular individuals and groups develop their own design criteria and use these to inform their ideas
	Generating, developing, modelling and communicating ideas	<ul style="list-style-type: none"> share and clarify ideas through discussion model their ideas using prototypes and pattern pieces use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas use computer-aided design to develop and communicate their ideas generate realistic ideas, focusing on the needs of the user make design decisions that take account of the availability of resources
Making	Planning	<ul style="list-style-type: none"> select tools and equipment suitable for the task explain their choice of tools and equipment in relation to the skills and techniques they will be using select materials and components suitable for the task explain their choice of materials and components according to functional properties and aesthetic qualities order the main stages of making
	Practical skills and techniques	<ul style="list-style-type: none"> follow procedures for safety and hygiene use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components measure, mark out, cut and shape materials and components with some accuracy assemble, join and combine materials and components with some accuracy apply a range of finishing techniques, including those from art and design, with some accuracy
Evaluating	Own ideas and products	<ul style="list-style-type: none"> identify the strengths and areas for development in their ideas and products consider the views of others, including intended users, to improve their work refer to their design criteria as they design and make use their design criteria to evaluate their completed products
	Existing products	Investigate and analyse: <ul style="list-style-type: none"> how well products have been designed how well products have been made why materials have been chosen what methods of construction have been used how well products work

		<ul style="list-style-type: none"> • how well products achieve their purposes • how well products meet user needs and wants • who designed and made the products • where products were designed and made • when products were designed and made • whether products can be recycled or reused
	Key events and individuals	Know about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products
Technical Knowledge	Making products work	<p>Know:</p> <ul style="list-style-type: none"> • how to use learning from science to help design and make products that work • how to use learning from mathematics to help design and make products that work • that materials have both functional properties and aesthetic qualities • that materials can be combined and mixed to create more useful characteristics • that mechanical and electrical systems have an input, process and output • the correct technical vocabulary for the projects they are undertaking • how mechanical systems such as levers and linkages or pneumatic systems create movement • how to program a computer to control their products • how to make strong, stiff shell structures • that food ingredients can be fresh, pre-cooked and processed
Cooking and Nutrition	Where food comes from	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
	Food preparation, cooking and nutrition	<p>Know:</p> <ul style="list-style-type: none"> • how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source • how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking • that a healthy diet is made up from a variety and balance of different food and drink, as depicted in The eatwell plate that to be active and healthy, food and drink are needed to provide energy for the body

Year 5

Designing	Understanding contexts, users and purposes	<ul style="list-style-type: none"> • work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment • describe the purpose of their products • indicate the design features of their products that will appeal to intended users
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		<ul style="list-style-type: none"> • explain how particular parts of their products work • carry out research, using surveys, interviews, questionnaires and web-based resources • identify the needs, wants, preferences and values of particular individuals and groups
	Generating, developing, modelling and communicating ideas	<ul style="list-style-type: none"> • share and clarify ideas through discussion • model their ideas using prototypes and pattern pieces • use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas • use computer-aided design to develop and communicate their ideas • generate innovative ideas, drawing on research • make design decisions, taking account of constraints such as time, resources and cost
Making	Planning	<ul style="list-style-type: none"> • select tools and equipment suitable for the task • explain their choice of tools and equipment in relation to the skills and techniques they will be using • select materials and components suitable for the task • explain their choice of materials and components according to functional properties and aesthetic qualities • produce appropriate lists of tools, equipment and materials that they need • formulate step-by-step plans as a guide to making
	Practical skills and techniques	<ul style="list-style-type: none"> • follow procedures for safety and hygiene • use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components • accurately measure, mark out, cut and shape materials and components • accurately assemble, join and combine materials and components • accurately apply a range of finishing techniques, including those from art and design • use techniques that involve a number of steps • demonstrate resourcefulness when tackling practical problems
Evaluating	Own ideas and products	<ul style="list-style-type: none"> • identify the strengths and areas for development in their ideas and products • consider the views of others, including intended users, to improve their work • critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make • evaluate their ideas and products against their original design specification
	Existing products	<p>Investigate and analyse:</p> <ul style="list-style-type: none"> • how well products have been designed • how well products have been made • why materials have been chosen • what methods of construction have been used • how well products work • how well products achieve their purposes • how well products meet user needs and wants

		<ul style="list-style-type: none"> • how sustainable the materials in products are • what impact products have beyond their intended purpose
	Key events and individuals	Know about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products
Technical Knowledge	Making products work	<p>Know:</p> <ul style="list-style-type: none"> • how to use learning from science to help design and make products that work • how to use learning from mathematics to help design and make products that work • that materials have both functional properties and aesthetic qualities • that materials can be combined and mixed to create more useful characteristics • that mechanical and electrical systems have an input, process and output • the correct technical vocabulary for the projects they are undertaking • how mechanical systems such as cams or pulleys or gears create movement • how more complex electrical circuits and components can be used to create functional products • how to program a computer to monitor changes in the environment and control their products • how to reinforce and strengthen a 3D framework • that a recipe can be adapted by adding or substituting one or more ingredients
	Where food comes from	<p>Know:</p> <ul style="list-style-type: none"> • that seasons may affect the food available • how food is processed into ingredients that can be eaten or used in cooking
Cooking and Nutrition	Food preparation, cooking and nutrition	<p>Know:</p> <ul style="list-style-type: none"> • how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source • how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking • that recipes can be adapted to change the appearance, taste, texture and aroma • that different food and drink contain different substances – nutrients, water and fibre – that are needed for health

Year 6

Designing	Understanding contexts, users and purposes	<ul style="list-style-type: none"> • work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment • describe the purpose of their products • indicate the design features of their products that will appeal to intended users • explain how particular parts of their products work • carry out research, using surveys, interviews, questionnaires and web-based resources • identify the needs, wants, preferences and values of particular individuals and groups • develop a simple design specification to guide their thinking
	Generating, developing, modelling and communicating ideas	<ul style="list-style-type: none"> • share and clarify ideas through discussion • model their ideas using prototypes and pattern pieces • use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas • use computer-aided design to develop and communicate their ideas • generate innovative ideas, drawing on research • make design decisions, taking account of constraints such as time, resources and cost
Making	Planning	<ul style="list-style-type: none"> • select tools and equipment suitable for the task • explain their choice of tools and equipment in relation to the skills and techniques they will be using • select materials and components suitable for the task • explain their choice of materials and components according to functional properties and aesthetic qualities • produce appropriate lists of tools, equipment and materials that they need • formulate step-by-step plans as a guide to making
	Practical skills and techniques	<ul style="list-style-type: none"> • follow procedures for safety and hygiene • use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components • accurately measure, mark out, cut and shape materials and components • accurately assemble, join and combine materials and components • accurately apply a range of finishing techniques, including those from art and design • use techniques that involve a number of steps • demonstrate resourcefulness when tackling practical problems
Evaluating	Own ideas and products	<ul style="list-style-type: none"> • identify the strengths and areas for development in their ideas and products • consider the views of others, including intended users, to improve their work • critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make • evaluate their ideas and products against their original design specification
	Existing products	Investigate and analyse:

		<ul style="list-style-type: none"> • how well products have been designed • how well products have been made • why materials have been chosen • what methods of construction have been used • how well products work • how well products achieve their purposes • how well products meet user needs and wants • how much products cost to make • how innovative products are • how sustainable the materials in products are • what impact products have beyond their intended purpose
	Key events and individuals	Know about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products
Technical Knowledge	Making products work	<p>Know:</p> <ul style="list-style-type: none"> • how to use learning from science to help design and make products that work • how to use learning from mathematics to help design and make products that work • that materials have both functional properties and aesthetic qualities • that materials can be combined and mixed to create more useful characteristics • that mechanical and electrical systems have an input, process and output • the correct technical vocabulary for the projects they are undertaking • how mechanical systems such as cams or pulleys or gears create movement • how more complex electrical circuits and components can be used to create functional products • how to program a computer to monitor changes in the environment and control their products • how to reinforce and strengthen a 3D framework • that a 3D textiles product can be made from a combination of fabric shapes • that a recipe can be adapted by adding or substituting one or more ingredients
	Where food comes from	<p>Know:</p> <ul style="list-style-type: none"> • that seasons may affect the food available • how food is processed into ingredients that can be eaten or used in cooking
Cooking and Nutrition	Food preparation, cooking and nutrition	<p>Know:</p> <ul style="list-style-type: none"> • how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source • how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking • that recipes can be adapted to change the appearance, taste, texture and aroma • that different food and drink contain different substances – nutrients, water and fibre – that are needed for health

