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Design Technology

		Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To master practical skills	Food	Recognise that food comes from plants or animals. Begin to recognise that everyone should eat at least five portions of fruit and vegetables every day. Use techniques e.g. cutting, peeling and grating.	Measure or weigh using measuring cups or electronic scales Cut, peel or grate ingredients safely and hygienically	Assemble or cook ingredients.	Measure ingredients to the nearest gram accurately. Follow a recipe.	Prepare ingredients hygienically using appropriate utensils. Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking)	Demonstrate a range of baking and cooking techniques. Create and refine recipes, including ingredients, methods, cooking times and temperatures	Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms). Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.
	Materials	Begin to use scissors correctly to cut and	Demonstrate a range of cutting and shaping techniques	Cut materials safely using tools provided.	Cut materials accurately and safely by selecting	Measure and mark out to the nearest millimetre.	Show an understanding of the qualities of materials to choose	Cut materials with precision and refine the finish with appropriate

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		shape (such as tearing and cutting)	(such as tearing, cutting, folding and curling).	Measure and mark out to the nearest centimetre. Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).	appropriate tools. Select appropriate joining techniques.	Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).	appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper).	tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape).
	Textiles	.	Shape textiles using templates.	Join textiles using running stitch. Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).	Join textiles with appropriate stitching.	Understand the need for a seam allowance. Select the most appropriate techniques to decorate textiles.	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).	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).

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	Electricals and electronics	.	Begin to diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage).	Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage).		Create series and parallel circuits Begin to create series and parallel circuits	Begin to create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips).	Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips).
	Computing	Recognise that a range of technology is used in places such as homes and schools. They select and use particular technology to operate simple	Begin to model designs using software.	Model designs using software.	Begin to control and monitor models using software designed for this purpose.	Control and monitor models using software designed for this purpose.	Begin to write code to control and monitor models or products.	Write code to control and monitor models or products.

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		equipment eg: Ipad, and beebots						
	Construction		Begin to use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.	Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.	Choose suitable techniques to construct products or to repair items.	Strengthen materials using suitable techniques.	Begin to develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filling and sanding).	Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filling and sanding).
	Mechanics		Work towards creating products using levers, wheels and winding mechanisms	Create products using levers, wheels and winding mechanisms	Begin to use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).	Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).	Convert rotary motion to linear using cams.	Use innovative combinations of electronics (or computing) and mechanics in product designs.

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To design, make, evaluate and improve		Talk about their designs and what they're making. Talk about how to make their products better. Explore what products are, who they are for, how they are used and where they are from. Talk about likes and dislikes of existing products and own product created.	Design products that have a clear purpose and an intended user.	Make products, refining the design as work progresses. Use software to design.	Design with purpose by identifying opportunities to design.	Make products by working efficiently (such as by carefully selecting materials). Refine work and techniques as work progresses, continually evaluating the product design. Use software to design and represent product designs.	Design with the user in mind, motivated by the service a product will offer (rather than simply for profit). Ensure products have a high quality finish, using art skills where appropriate.	Make products through stages of prototypes, making continual refinements. Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.
To take inspiration			Explore how products	Explore objects and designs to	Improve upon existing	Identify some of the great	Create innovative	Combine elements of

from design throughout history			have been created.	identify likes and dislikes of the designs. Suggest improvements to existing designs.	designs, giving reasons for choices. Disassemble products to understand how they work	designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.	designs that improve upon existing products.	design from a range of inspirational designers throughout history, giving reasons for choices. Evaluate the design of products so as to suggest improvements to the user experience.
Key Vocab		Apron Chop Cut Equipment Fork Knife Mix Spoon Bead Button Fabric Felt Scissors Sew Cello tape	Basin Chopping Board Cleaning cloths Grater Ingredients Masher Measuring jug Measuring spoons Mixing bowl Peeler Pizza tray	Amount Baking Sheet Chopping Board Cleaning cloths Grater Ingredients Knead Masher Measure Measuring jug Measuring spoons Method Mixing bowl Pastry cutters Peeler	Grams/Kilograms Hygiene Ladle Millilitre/Litre Spatula Temperature Whisk Back stich Binca Bodkin Cotton thread Cross stitch Hook and eye Loom	Grams/Kilograms Hygiene Ladle Millilitre/Litre Spatula Temperature Whisk Back stich Binca Bodkin Cotton thread Cross stitch Hook and eye Loom	Grams/Kilograms Hygiene Ladle Millilitre/Litre Spatula Temperature Whisk Back stich Binca Bodkin Cotton thread Cross stitch Hook and eye Loom	Grams/Kilograms Hygiene Ladle Millilitre/Litre Spatula Temperature Whisk Back stich Binca Bodkin Cotton thread Cross stitch Hook and eye Loom

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		Glue Stick Masking Tape Paper Clip Plasticine Ruler Straws Build Make	Scales Wooden spoon Fabric crayons Needle Pattern Ribbon Silk Tape measure Velcro Wool Zip 2-D 3-D Clay Cut Materials Plastic PVA glue Wood Design Plan Product	Pizza tray Recipe Saucepans Scales Sieve Weigh Wooden spoon Centimetre/metre Fabric crayons Fabric pens Needle Pattern Pin Ribbon Silk Stitch Tape measure Thread Velcro Wool Zip 2-D 3-D Clay Cut Materials Metal	Pinking Shears Press stud Running stitch Seam allowance Sewing machine Tacking Thimble Tenon saw Vice Wire Strippers Screws Nails Accurate Marking out Jointer Junior Hacksaw Motor Pliers Rotary Cutter Safety ruler Screwdriver Side cutters Snips Spanner Stapler Dowel Battery Battery Holder Light Bulb Bulb Holder Buzzer Gears	Pinking Shears Press stud Running stitch Seam allowance Sewing machine Tacking Thimble Tenon saw Vice Wire Strippers Screws Nails Accurate Marking out Jointer Junior Hacksaw Motor Pliers Rotary Cutter Safety ruler Screwdriver Side cutters Snips Spanner Stapler Dowel Battery Battery Holder Light Bulb Bulb Holder Buzzer Gears	Pinking Shears Press stud Running stitch Seam allowance Sewing machine Tacking Thimble Tenon saw Vice Wire Strippers Screws Nails Accurate Marking out Jointer Junior Hacksaw Motor Pliers Rotary Cutter Safety ruler Screwdriver Side cutters Snips Spanner Stapler Dowel Battery Battery Holder Light Bulb Bulb Holder Buzzer Gears	Pinking Shears Press stud Running stitch Seam allowance Sewing machine Tacking Thimble Tenon saw Vice Wire Strippers Screws Nails Accurate Marking out Jointer Junior Hacksaw Motor Pliers Rotary Cutter Safety ruler Screwdriver Side cutters Snips Spanner Stapler Dowel Battery Battery Holder Light Bulb Bulb Holder Buzzer Gears

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				Plastic PVA glue Wire Wood Design Plan Product	Glass paper Sand paper Bench Hook Bradawl Crocodile Clip Coping saw Disassemble Cutting Mat Drill Drill bits File G-Clamp Goggles Safety glasses Hammer Hole Punch Compass Pulley Switches Wheel Millimetre Saw Render Analyse Combine Construct Criteria Evaluate Health and safety Parameters Requirements	Glass paper Sand paper Bench Hook Bradawl Crocodile Clip Coping saw Disassemble Cutting Mat Drill Drill bits File G-Clamp Goggles Safety glasses Hammer Hole Punch Compass Pulley Switches Wheel Millimetre Saw Render Analyse Combine Construct Criteria Evaluate Health and safety Parameters Requirements	Glass paper Sand paper Bench Hook Bradawl Crocodile Clip Coping saw Disassemble Cutting Mat Drill Drill bits File G-Clamp Goggles Safety glasses Hammer Hole Punch Compass Pulley Switches Wheel Millimetre Saw Render Analyse Combine Construct Criteria Evaluate Health and safety Parameters Requirements	Glass paper Sand paper Bench Hook Bradawl Crocodile Clip Coping saw Disassemble Cutting Mat Drill Drill bits File G-Clamp Goggles Safety glasses Hammer Hole Punch Compass Pulley Switches Wheel Millimetre Saw Render Analyse Combine Construct Criteria Evaluate Health and safety Parameters Requirements

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