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	Design Technology Progression Grid Document 2021/2022								
EYFS	Three & Four year olds	Reception	ELG						
Expressive Arts and Design	Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Create closed shapes with continuous lines, and begin to use these shapes to represent objects.	Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.						
Personal, Social and Emotional Development	Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.								
Physical Development	Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors.	Progress towards a more fluent style of moving, with developing control and grace. Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.	Use a range of small tools, including scissors, paintbrushes and cutlery.						



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Understanding Explore how th the World		ore how thin	gs work.						
				ME	CHANI	SMS			
	Year Or	ne	Year Two	Year Th	ree	Year Four	Yea	r Five	Year Six
SKIFFS	To apply simple to fix wheels an a produ	nd axels to uct	To operate sliders and levers To apply some simple fixing techniques and when to use them (i.e. masking tape to secure a lollipop stick slider)			To use lever and linkage mechanisms To increase accuracy when measuring, marking out and cutting (i.e. measure in mm rather than cm or inches)	exploded	ely draw an d diagram	
VOCABULARY	wheels & A vehicle, wheel, holder, chassi cab, assembling joining, sha finishing, fixe moving, mech names of t equipment and used, design evaluate, purpo criteria, fund	axle, axle is, body, g, cutting, aping, ed, free, chanism, tools, I materials i, make, ose, user,	Slider & Leavers: slider, lever, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up, down, straight, curve, forwards, backwards, design, make, evaluate, user, purpose, ideas, design criteria, product, function			Leavers & Linkages: mechanism, lever, linkage, pivot, slot, bridge, guide, system, input, process, output, linear, rotary, oscillating, reciprocating, user, purpose, function, prototype, design criteria, innovative, appealing, design brief	pulley, driv rotation, sp follower, ra axle, mot switch, circ annotated exploded mechanic electrical sy process, ou decisions, f innovation user, purp	or Gears: de belt, gear, indle, driver, tio, transmit, cor. circuit, cuit diagram, d drawings, diagrams, cal system, ystem, input, utput, design functionality, authentic, lose, design design brief	



TEXTILES

	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
SKILLS		To build ideas form a template To work with a variety of fabrics. To apply simple stitch techniques	To strengthen, stiffen and reinforce existing fabrics To securely join two pieces of fabric together using a range of stitches		To combine multiple different fabrics to create a 3D product To apply embroidery To apply different stitch types (including finishing stitches)	
VOCABULARY		Template Quality Suitable features dye overstitch design fray mock-up seam	Fastening Compartment Zip Finishing technique Function Prototype Back stitch Felted Woven Knitted Bonded		Specification tacking working drawing clasp pinking shears design criteria hem, reinforce stem stitch satin stitch tie dye	

ELECTRICAL SYSTEMS

	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
Ŋ				To control and program a product using computing (i.e. beebots)		To incorporate simple self-made switches in a circuit
SKILL				To construct a simple series circuit		To test components in more complex circuits (series and parallel)
				To make a range of		
				simple secure		To assess faults in their
				connections (twisting		own electrical systems
				wires together, wrapping		



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		ends, taping over, connecting block)	
VOCABULARY		series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor, crocodile clip	series circuit, parallel circuit, names of switches and components, input device, output device, system, monitor, control, program, flowchart

	FOOD								
	Year One	Year Two	Year Three	Year Four	Year Five	Year Six			
SKITES	To use simple cutting tools to prepare soft fruit and vegetables To follow simple health and safety procedures To peel, chop, slice and grate foods.	To prepare simple dishes safely and hygienically, without using a heat source To use techniques such as cutting, peeling and grating with greater confidence and independency	To chop a wider range of foods using different techniques i.e. claw grip, bridge grip. To use sensory information to evaluate a variety of ingredients	To chop a wider range of foods using different techniques i.e. claw grip, bridge grip. To use sensory information to evaluate a variety of ingredients	To apply advance methods for mixing ingredients i.e. rubbing in To measure ingredients accurately using different units To follow a recipe	To apply advance methods for mixing ingredients i.e. rubbing in To measure ingredients accurately using different units To follow a recipe			
	Preparing Fruit & Vegetables:		Healthy & Varied Diet:		_	re & Seasonality:			
R	-	, names of equipment and	name of products, names of equipment, utensils,		Ingredients, yeast, dough, bran, flour, wholemeal,				
¥	utensils, sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard, flesh,		techniques and ingredients, texture, taste, sweet,		unleavened, baking soda, spice, herbs, fat, sugar,				
<u>5</u>	skin, seed, pip, core, s		sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savoury, hygienic, edible,		carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance,				
N N	squeezing, healthy diet			rozen, tinned, processed,	savoury, source, seasonality, utensils, combine, fold,				
00	planning, investigating tasting, arranging, popular, seasonal, harvested healthy/varied diet, planning,				bbing in, whisk, beat, roll				
>	design, eval	uate, criteria	design criteria, purpose, user, annotated sketch,		out, shape, sprinkle, crumble, design specification,				
			sensory e	valuations	innovative, research,	evaluate, design brief			



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	STRUCTURES							
	Year One	Year Two	Year Three	Year Four	Year Five	Year Six		
SKILLS		To make freestanding structures stronger, stiffer and more stable To join some simple materials To apply some finishing techniques to complete their structure To describe the structure using the name of simple 2D shapes		To apply sophisticated methods for stiffening/ strengthening structures To describe a product using the names of more complex 3D shapes To cut and score materials To test a material's strength		To stiffen, strengthen and reinforce a range of 3-D frameworks To use a range of tools i.e. junior hacksaws, G-clamps, bench hooks, hand drills safely		
VOCABULARY		Freestanding Structures cut, fold, join, fix, structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved, metal, wood, plastic, circle, triangle, square, rectangle, cuboid, cube, cylinder, design, make, evaluate, user, purpose, ideas, design criteria, product, function		Shell Structures: shell structure, three- dimensional (3-D) shape, net, cube, cuboid, prism, vertex, edge, face, length, width, breadth, capacity, marking out, scoring, shaping, tabs, adhesives, joining, assemble, accuracy, material, stiff, strong, reduce, reuse, recycle, corrugating, ribbing, laminating, font, lettering, text, graphics, decision, evaluating, design brief design criteria, innovative, prototype		Frame Structures: Frame structure, stiffen, strengthen, reinforce, triangulation, stability, shape, join, temporary, permanent, design brief, design specification, prototype, annotated sketch, purpose, user, innovation, research, functional		