



<u>Design & Technology Progression Map</u>

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design	Making verbal	Designing	Creating a	Designing and	Adapting a	Designing a	Writing a recipe,
	plans and	smoothie	class design	making a	traditional	shape that	explaining the
	material	carton	criterion for a	template from	recipe,	reduces air	key steps,
	choices.	packaging by-	moving	an existing	understanding	resistance.	method and
		hand or on ICT	monster.	cushion and	that the		ingredients.
	Developing a	software.		applying	nutritional	Drawing a net	Including facts
	junk model.		Designing a	individual	value of a	to create a	and drawings
		Explaining how	moving	design criteria.	recipe alters if	structure from.	from research
	Designing a	to adapt	monster for a		you remove,		undertaken.
	junk model	mechanisms,	specific	Designing a	substitute or	Choosing	
	boat.	using bridges	audience in	castle with key	add additional	shapes that	Designing a
		or guides to	accordance	features to	ingredients.	increase or	steady hand
	Using	control the	with a design	appeal to a		decrease speed	game -
	knowledge	movement	criteria.	specific	Writing an	as a result of	identifying and
	from			person/purpose	amended	air resistance.	naming the
	exploration to	Designing a	Generating and		method for a		components
	inform design	moving story	communicating		recipe to	Designing a	required.
		book for a	ideas using	Drawing and	incorporate the	stable structure	
	Designing a	given audience.	sketching and	labelling a	relevant	that is able to	Drawing a
	simple pattern		modelling.	castle design	changes to	support weight.	design from
	with paper	Using a		using 2D	ingredients.		three different
		template to	Designing a	shapes,		Creating a	perspectives.
	Designing a	create a design	healthy wrap	labelling: -the		frame structure	Modelling ideas
	bookmark.	for a puppet.	based on a	3D shapes that	Designing a	with a focus on	through
			food	will create the	torch,	triangulation	prototypes.
			combination	features -	considering the		
			which works	materials	target audience	researching	Designing a
			well together.	needed and	and creating	(books,	playground
				colours.	both design	internet) for a	featuring a
					and success	particular	variety of





	1		r	1	1		
				Designing	criteria	(user's)	different
				and/or	focusing on	animal's needs.	structures,
				decorating a	features of	Developing	considering how
				castle tower on	individual	design criteria	the structures
				CAD software.	design ideas.	based on	will be used,
					_	research.	considering
				Designing a	Writing design		effective and
				toy which uses	criteria for a	Generating	ineffective
				a pneumatic	product,	multiple	designs.
				system.	articulating	housing ideas	
				-	decisions	using building	
				Learning that	made.	bricks.	
				different types			
				of drawings		Understanding	
				are used in		what a virtual	
				design to		model is and	
				explain ideas		the pros and	
				clearly.		cons of	
						traditional and	
						CAD modelling.	
Make	Improving fine	Chopping fruit	Making	Creating a	Following a	Making a range	Following a
	motor/scissor	and vegetables	linkages using	pneumatic	baking recipe,	of different	recipe, including
	skills with a	safely to make	card for levers	system to	from start to	shaped beam	using the correct
	variety of	a smoothie.	and	create a desired	finish,	bridges.	quantities of
	materials.		split pins for	motion.	including the		each ingredient.
		Identifying if a	pivots.		preparation of	Using triangles	
	Joining	food is a fruit		Building secure	ingredients.	to create truss	Adapting a
	materials in a	or a vegetable.	Experimenting	housing for a		bridges that	recipe based on
	variety of ways		with linkages	pneumatic	Cooking safely,	span a given	research.
	(temporary	Learning where	adjusting	system.	following basic	distance and	
	and	and how fruits	the widths,		hygiene rules.	support a load.	Working to a
	permanent).		lengths and				given timescale.





							VERITAS
		and vegetables	thicknesses of	Using syringes	Adapting a	Building a	
	Joining	grow.	card	and balloons	recipe to	wooden bridge	Working safely
	different	-	used.	to create	improve it or	structure.	and hygienically
1	materials	Following a		different types	change it to		with
1	together.	design to	Cutting and	of pneumatic	meet new	Independently	independence.
	-	create moving	assembling	systems	criteria (e.g.	measuring and	-
	Describing	models that	components	to make a	from savoury	marking wood	Creating a
1	their junk	use levers and	Neatly.	functional and	to sweet).	accurately.	pneumatic
	model, and	sliders.	-	appealing	Making and	_	system to create
	how they		Making a	pneumatic toy.	testing a paper	Selecting	a desired
i	intend to put it	Adapting	structure		template with	appropriate	motion.
1	together.	mechanisms,	according to	Selecting	accuracy and	tools and	
	-	when:	design criteria.	materials due	in keeping with	equipment for	Building secure
	Making a boat	● they do not	-	to their	the design	particular	housing for a
1	that floats and	work as they	Creating joints	functional and	criteria.	tasks.	pneumatic
i	is waterproof,	should.	and structures	aesthetic			system.
	considering	 to fit their 	from	characteristics.	Measuring,	Using the	-
1	material	vehicle design.	paper/card and		marking and	correct	Using syringes
	choices.	• to improve	tape.	Manipulating	cutting fabric	techniques to	and balloons to
		how they work		materials to	using a paper	saws safely.	create different
	Developing fine	after	Building a	create different	template.		types of
1	motor/cutting	testing their	strong and stiff	effects by		Identifying	pneumatic
	skills with	vehicle.	structure by	cutting,	Selecting a	where a	systems
	scissors.		folding paper.	creasing,	stitch style to	structure needs	to make a
		Cutting fabric		folding and	join fabric,	reinforcement	functional and
	Exploring fine	neatly with	Slicing food	weaving.	working neatly	and using card	appealing
1	motor/threadin	scissors.	safely using		by sewing	corners	pneumatic toy.
	g and weaving		the bridge or	Following	small, straight	for support.	
	(under,	Using joining	claw grip.	design criteria	stitches.		Selecting
	over technique)	methods to	-	to create a		Explaining why	materials due to
· · · · · · · · · · · · · · · · · · ·	with a variety	decorate a	Constructing a	cushion or		selecting	their functional
(of materials.	puppet.	wrap that			appropriating	





		meets a design	Egyptian	Incorporating	materials is an	and aesthetic
Using a	Sequencing	brief.	collar.	fastening to a	important part	characteristics.
prepared	steps for			design.	of the	
needle and	construction.		Selecting and		design process.	Manipulating
wool to			cutting fabrics	Making a torch		materials to
practise			with ease	with a working	Understanding	create different
threading.			using fabric	electrical circuit	basic wood	effects by
			scissors.	and switch.	functional	cutting, creasing,
					properties.	folding and
			Threading	Using	Measuring,	weaving.
			needles with	appropriate	marking,	
			greater	equipment to	cutting and	Constructing a
			independence.	cut and attach	assembling	stable base for a
				materials.	with increasing	game.
			Tying knots		accuracy.	Accurately
			with greater	Assembling a		cutting, folding
			independence.	torch according	Making a	and assembling
				to the design	model based	a net.
				and success	on a chosen	
			Sewing cross	criteria.	design.	Decorating the
			stitch to join			base of the game
			fabric.		Understanding	to a high-quality
					the functional	finish.
			Decorating		and aesthetic	
			fabric using		properties of	Making and
			appliqué.		plastics.	testing a circuit.
			Completing		Programming	Incorporating a
			design ideas		to monitor the	circuit into a
			with stuffing		ambient	base.
			and serving the		temperature	





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			product, seeing	design brief.	outcome,	comparing a		





Checking to see whether it suggesting range of food them as	Taste testing and
if their model moves as Making improvements. products. necessary.	scoring final
matches their planned and if linkages using	products.
plan. not, card for levers Understanding Testing and Suggesting	
explaining why and the purpose of evaluating an points for	Suggesting and
Considering and how it can split pins for exploded- end product improvements	writing up points
what they be fixed. pivots. diagrams against the for own bridg	2s of improvements
would do through the original design and those	when scoring
differently if Reviewing the Experimenting eyes of a criteria. designed by	others' dishes,
they were to success of a with linkages designer and others.	and when
do it again. product by adjusting their client. Deciding how	evaluating their
testing it with the widths, many of the Evaluating th	2 own throughout
Describing its intended lengths and Evaluating an criteria should speed of a fin	ıl the planning,
their favourite audience. thicknesses of end product be met for the product based	preparation and
and least Testing wheel card and thinking of product to be on: the effect	of cooking
favourite part and axle used. other ways in considered shape on spec	d process.
of their model. mechanisms, which to create successful. and	
identifying similar items. the accuracy of	rf Evaluating
Making what stops the Cutting and Suggesting workmanship	health and
predictions wheels from assembling Evaluating modifications on	safety in
about, and turning, and components own work and for performance.	production to
evaluating recognising neatly. the work of improvement.	minimise cross
different that a wheel others based Stating an	contamination.
materials to needs an axle Testing the on the Articulating the event or fact	
see if they are in order to strength of aesthetic of the advantages from the last	Using the views
waterproof. move. own structure. finished and 100 years of	of others to
product and in disadvantages plastic history	. improve designs.
Making Reflecting on a Identifying the comparison, to of different	
predictions finished weakest part of the original fastening Explaining ho	w Testing and
about, and product, a structure. design. types. plastic is	modifying the
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			concept fits the client's request and how it will benefit the customers.
			Explaining the key functions in my program, including any additions.
			Explaining how my program fits the design criteria and how it would be useful as part of a navigation tool.
			Explaining the key functions and features of my navigation tool to the client as part of a product concept pitch.
			Demonstrating a functional





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							program as part
							of a product
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Technical	To know there	To know that a	To know that	To understand	To know that	To understand	To know that
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	can be used to	ingredients	properties and	To understand	known as the	structures.	
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	Making simple		are a	pneumatic	when cooking.		with that
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		trees or vines.	together as a	releasing and	cooking	describe the	'processed food'
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	'waterproof'	To know that	produce	air.	sieving,	function of	has been put
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Image: side to side.side to side.that somestud andproduceconnecting twoTo know that aTo know that aInkageproducts arevelcro.differentpieces ofTo know that alinkageout afterTo know thatoutputs.materialslidermechanism isout afterTo know thatTo know that atogether.mechanism hasmade up of asewing so thedifferentTo know that aTo know that aslider, slots ,series of levers.stitching isfastening types'device' meansTo know thatguides and anTo know thatTo whow thatTo understanddifferentcreated for atemporaryguides and anTo know thatto improveobject.flat basedor job andjoining fabric byTo know thatto improveobjects areTo know thatthatusing staples.guides are bitsstrength andstrength andmore stable.creating amonitoringglue or pins.guides are bitsof card thatTo know thatthe importancetheir design isTo understandthat differentguides are bitsfor card thatTo know thatthe importancetheir design isthat differentfor and triatTo know thatthe importancetheir design isthat differentfor and thatFo know thatthe importancetheir design isfor understandfor and thatFo know thatthe importancetheir design i	object from	pivot.	To understand	button, press	shaped cams	means
Image: state s	side to side.		that some	stud and	produce	connecting two
To know that a sliderTo know that a sliderlinkage mechanism is aturned inside out afterTo know that differentoutputs.material together.Mechanism has amade up of a series of levers.sewing so the stitching isdifferent fastening typesTo know that a 'device' meansTo know that there are variousSlider, slots, guides and an object.To know thatTo understand flat baseddifferent outputs.To know that there are variousTo know thatTo know thatTo understand be manipulated be manipulatedflat basedor job and joining fabric by guides are bitsTo know that a thatusing staples.To know thatTo know that bridges and guides are bitsTo know that a stiffness.To understand more stable.To know that thatItal wide and purposejullyTo understand for understandTo know that thatUsing staples.To know thatto improve of card that purposefullyTo know that a the importanceTo know that their design isTo understand their design isTo understand that different		To know that a	products are	velcro.	different	pieces of
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mechanism has amade up of a series of levers.sewing so the stitching is hidden.different fastening types are useful for quipmentTo know that a there are variousslider, slots, guides and an object.To know that To know thatTo understand flat baseddifferent purposes.To eated for a or job and purposes.temporary goining fabric by joining fabric by glue or pins.To know that object.To know that to improveTo know that to improveTo know that objects areTo know that using staples.using staples. glue or pins.To know that bridges and guides are bits of card that purposefillyTo know that a to know that a tiffness.To understand more stable.To know that thatTo understand their design isTo understand their design isTo understand that different	slider	mechanism is	out after	To know that		together.
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slider, slots, guides and an object.Now that materials can be manipulatedhidden. To understand that wide and purposes.are useful for different purposes.equipment created for a temporary methods of joining fabric by guides and an to improveTo understand that wide and purposes.different or job and or job and guides and joining fabric by glue or pins.To know that bridges and guides are bits of card that purposefully restrict theTo know that a structure isTo understand of strength and to improveTo understand of joining fabric by more stable.To know that thatthat using staples.To understand guides are bits of card that purposefully restrict theTo know that a structure isTo understand the importanceTo understand the importanceTo understand their design isTo understand that different	a	series of levers.	stitching is	fastening types	'device' means	To know that
guides and an object.To know that materials can be manipulatedTo understand that wide and purposes.different utat wide and purposes.created for a certain purpose or job andtemporary methods of joining fabric by using staples.To know thatto improve bridges and guides are bitsto improve strength and of card thatTo know that stiffness.To know that more stable.To know that creating a mock upthatusing staples.of card that purposefullyTo know that of card the purposefullyTo know that a the importanceTo understand the importance(prototype) of their design isand record.To understand that different	slider, slots ,		hidden.	are useful for	equipment	there are various
object.materials can be manipulatedthat wide and flat basedpurposes.certain purpose or job andmethods of joining fabric byTo know thatbe manipulatedflat basedTo know thatto improveobjects areTo know thatthatusing staples.bridges andstrength andmore stable.creating amonitoringglue or pins.guides are bitsstiffness.To understand(prototype) ofand record.To understandof card thatTo know that athe importancetheir design isthat differentpurposefullyTo know that athe importancetheir design isthat different	guides and an	To know that	To understand	different	created for a	temporary
Image: strengt	object.	materials can	that wide and	purposes.	certain purpose	methods of
To know thatto improveobjects areTo know thatthatusing staples.bridges andstrength andmore stable.creating amonitoringglue or pins.guides are bitsstiffness.To understand(prototype) ofand record.To understandof card thatTo know that athe importancetheir design isTo understandthat differentpurposefullyTo know that athe importancetheir design isthat different		be manipulated	flat based		or job and	joining fabric by
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guides are bitsstiffness.mock updevices observeof card thatTo understand(prototype) ofand record.To understandpurposefullyTo know that athe importancetheir design isthat differentrestrict thestructure isof strength andto understandthe importance	bridges and	strength and	more stable.	creating a	monitoring	glue or pins.
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purposefullyTo know that athe importancetheir design isthat differentrestrict thestructure isof strength and	of card that		To understand	(prototype) of	and record.	To understand
restrict the structure is of strength and	purposefully	To know that a	the importance	their design is		that different
	restrict the	structure is	of strength and			





					VERITAS
movement of	something	stiffness in	useful for	To know that a	techniques for
the slider.	which has been	structures.	checking	sensor is a tool	joining
	formed or		ideas and	or device that	materials can be
To know that	made from		proportions.	is designed to	used for different
wheels need to	parts.			monitor, detect	purposes.
be round to			To know that	and	
rotate and	To know that a		an electrical	respond to	To understand
move.	'stable'		circuit must be	changes for a	that a template
	structure is one		complete for	purpose.	(or fabric
To understand	which is firmly		electricity to		pattern) is used
that for a	fixed and		flow.	To understand	to cut out the
wheel to move	unlikely to		-	that	same shape
it	change or		To know that a	conditional	multiple times.
must be	move.		switch can be	statements	
attached to a			used to	(and, or, if	To know that
rotating axle.	To know that a		complete and	booleans) in	drawing a
	'strong'		break an	programming	design idea is
To know that	structure is one		electrical	are a set of	useful to see
an axle moves	which does not		circuit.	rules which are	how
within an axle	break easily.			followed if	an idea will
holder which is				certain	look.
fixed to the	To know that a			conditions are	
vehicle or toy.	'stiff' structure			met.	To know that
	or material is				batteries contain
To know that	one which does				acid, which can
the frame of a	not bend				be dangerous if
vehicle	easily.				they leak.
(chassis) needs					
to be balanced.	To know that				To know the
	'diet' means				names of the
To know that	the food and				components in a
ʻjoining	drink that a				basic series





te	echnique'	person or		circuit. including
m	neans	animal usuallu		a, buzzer.
	connecting two	ents.		
n	pieces of			
l m	naterial	To understand		
ta	ogether.	what makes a		
	5	balanced diet.		
Т	o know that			
tł	here are	To know that		
V	rarious	the five main		
te	emporary	food groups		
m	nethods of	are:		
jc	oining fabric	Carbohydrates,		
b	vy using	fruits and		
st	taples. glue or	vegetables,		
p p	vins.	protein, dairy		
T T	o understand	and foods high		
tł	hat different	in fat and		
te	echniques for	sugar.		
jo	oining	5		
n n	naterials can	To understand		
b	pe used for	that I should		
d	lifferent	eat a range of		
þ	jurposes.	different foods		
· · · · · · · · · · · · · · · · · · ·	I	from each food		
Т	o understand	group,		
tł	hat a template	and roughly		
(0	or fabric	how much of		
p	pattern) is used	each food		
	o cut out the	group.		
SA	ame shape	- •		
m	nultiple times.			





	To know that		
To know that	'ingredients'		
drawing a	means the		
design idea is	items in a		
useful to see	mixture or		
how	recipe.		
an idea will			
look.			