

## DT Progression Document

	<b>Design, make, evaluate &amp; improve</b>	<b>Food</b>	<b>Textiles</b>	<b>Construction</b>	<b>Historical Inspiration</b>	<b>Mechanics/ Electronics</b>	<b>Materials</b>
<b>EYFS</b>	<p>They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Children use what they have learnt about media and materials in original ways, thinking about uses and purposes.</p> <p>They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.</p> <p>They handle equipment and tools effectively.</p> <p>Children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe.</p>						
<b>Year 1</b>	<p>Design products that have a definite function for a particular person (Xmas card).</p> <p>Make products to meet basic design brief.</p>	<p>Select from and use ingredients according to their characteristics (Healthy sandwich).</p>	<p>Use a running stitch to join fabric.</p> <p>Use methods such as dyeing, adding sequins or printing alter the appearance of fabric.</p> <p>Make use of template to produce shapes.</p>	<p>Practice techniques to join and/or strengthen materials e.g. gluing and reinforcing card.</p>	<p>Investigate historic designs to find their strengths and weaknesses (houses) Weald and D.</p>		

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<b>Year 2</b>	<p>Design and make products, modifying the product as the project evolves</p> <p>Bird house model</p>	<p>Safely cut, peel or grate ingredients in a hygienic manner (fruit salad).</p> <p>Use measuring cups or electronic scales to measure the required amounts.</p> <p>Combine ingredients to produce food.</p>			<p>Take an existing design and propose improvements plants.</p> <p>Explore the processes used to create products planted pot.</p>	<p>Explore and use mechanisms in their products, wheels and axles.</p>	<p>Demonstrate safe use of a given tool. (saw).</p> <p>Perform a range of cutting and shaping techniques e.g. tearing, cutting, folding and curling bird boxes.</p> <p>Use a range of joining techniques e.g. gluing, hinges or combining materials to strengthen.</p>
<b>Year 3</b>	<p>Produce designs with a clear purpose having explored needs, food packaging.</p> <p>Select materials carefully to suit the design and use.</p>	<p>Use correct utensils to hygienically prepare food.</p> <p>Combine and or cook.</p>	<p>Use correct stitch to join materials felt stocking or angel deco.</p> <p>Add decorative finish using a suitable technique.</p>	<p>Select appropriate techniques to construct products.</p>	<p>Know the work of some recognised designers in all areas of study (including pioneers in horticultural techniques to stimulate ideas for designs).</p>		

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<b>Year 4</b>	<p>Refine methods and design as work progresses, constantly reassessing design.</p> <p>Use computer packages to design and model products.</p>				<p>Make improvements to established designs and be able to explain why.</p> <p>Disassemble designs to discover how they work.</p>	<p>Construct series and parallel circuits.</p> <p>Apply understanding of forces to select a suitable mechanism e.g. levers, winding mechanism, pulleys and gears.</p>	<p>Use suitable cutting and shaping techniques.</p> <p>Choose suitable joining techniques.</p>
<b>Year 5</b>	<p>Design by considering the user, prioritising good function before profit.</p> <p>Produce several prototypes each building upon the previous to optimise design.</p>		<p>Use a variety of stitching techniques to join fabrics.</p> <p>Understand the purpose of and include a seam allowance.</p>	<p>Practice practical skills to a reasonable standard to produce products</p>	<p>Combine designs from several significant designers explaining the selections.</p>	<p>Create circuits using electronics kits that combine a number of parts (e.g. LEDs, resistors, chips etc.)</p>	



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<b>Year 6</b>	<p>Produce a good quality finish to products using art techniques.</p> <p>Include design processes such as prototypes, cross-sectional diagrams and CAD.</p>	<p>Understand how to store and handle food ingredients properly.</p> <p>Invent and modify own recipes including ingredients, methods, cooking times and temperatures.</p>			<p>Start with existing design and invent improved ones.</p> <p>Evaluate the design of products and identify possible further changes to improve its performance.</p>	<p>Combine electronics and mechanics to produce original designs.</p> <p>Use cams to change a rotation into a push/pull movement.</p>	<p>Cut with precision and produce a good finish.</p> <p>Select appropriate tools to cut and shape a particular type of material.</p>
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