

# Design & Technology Progression Grid



	F1	F2	Y1	Y2
<b>Knowledge</b>	Identify a range of tools	Know what task each tool can be used for.	<p><i>Build structures, exploring how they can be made stronger, stiffer and more stable.</i></p> <p><i>Explore and use mechanisms, e.g. levers, sliders, wheels and axles, in their products.</i></p> <p>Can understand and explain why they have chosen a particular tool for a task.</p> <p>Understands and Describes how an existing product works (e.g. 'the toy moves when I turn the handle'). Describe others' work, including work by professional craftspeople and designers and say what they like and dislike about it.</p> <p>Explain how to keep safe during a practical task. Explain how they would fix simple products.</p> <p>Identify and talk about products that use electricity to make them work.</p> <p><b><u>Food &amp; Nutrition</u></b> Identify the main food groups, including fruit and vegetables. Identify the source for common foods.</p>	<p><i>Build structures, exploring how they can be made stronger, stiffer and more stable.</i></p> <p><i>Explore and use mechanisms, e.g. levers, sliders, wheels and axles, in their products.</i></p> <p>Select and explain why they have chosen a particular tool for a task and explain the safety considerations</p> <p>Can describe why a design, building or designer is important.</p> <p>Understand how to create working circuits to light a bulb or work a buzzer.</p> <p><b><u>Food &amp; Nutrition</u></b> Explain how to work hygienically. Recognise the need for a variety of foods in a diet. Explain where the food they eat comes from (e.g. by referring to countries, counties, animals and plants).</p>
<b>Skills</b>	<b><u>Design</u></b>	<b><u>Design</u></b>	<b><u>Design</u></b>	<b><u>Design</u></b>

	<p>Develop own ideas &amp; decide which materials to use to express them. Explore how things work - wind up toys, pulleys, cogs Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.</p> <p><b><u>Make</u></b> Make imaginative and complex small world, with blocks and construction kits. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures. Use various construction materials, e.g. joining pieces, stacking vertically and horizontally, balancing, making enclosures and creating spaces Use available resources to create props to support play. Develop new skills &amp; techniques Use tools for a purpose</p>	<p>Develop own ideas and consider / experiment with a range of materials to express their ideas and understanding. Create collaboratively sharing ideas, resources &amp; skills.</p> <p><b><u>Make</u></b> Use increasing knowledge &amp; understanding of tools &amp; materials to explore their interests &amp; enquiries &amp; develop their thinking. Create representations both imaginary &amp; real-life. Use different techniques for joining materials Use tools independently, with care &amp; precision</p> <p><b><u>Evaluate</u></b> Express &amp; communicates working theories, feelings &amp; understandings Responds imaginatively to art works &amp; objects Return to &amp; build on previous learning, refining ideas &amp; developing their ability to represent them Discuss problems &amp; how they might be solved</p>	<p><i>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</i> <i>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</i> Draw a simple picture of an intended design with basic labelling. With help, put ideas into practice. Work as part of a class to solve simple design problems. Begin to assess the usefulness of a range of materials according to their characteristics.</p> <p><b><u>Make</u></b> <i>Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing.</i> <i>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</i></p> <p>Cut out shapes from a range of fabrics and papers. Fold, tear, roll and cut paper and card. Cut accurately and safely with scissors. Join appropriately, using glue or tape. Build simple structures. Use wheels, axles, levers and sliders.</p>	<p><i>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</i> <i>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</i></p> <p>Produce detailed, labelled drawings or models of products based on design criteria. Think of ideas and plan what to do next, based on their experience of working with materials and components. Investigate a range of existing products and say if they do what they are supposed to do.</p> <p><b><u>Make</u></b> <i>Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing.</i> <i>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</i></p> <p>Use tools safely for cutting and joining materials and components. Work safely and hygienically in construction and cooking activities.</p>
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<b>Vocabulary</b>	<p><b>Design &amp; technology</b>  Material  Join  Tools  Safely  Cut  Roll  Tear  fold</p> <p><b>Food &amp; Nutrition</b>  Healthy  Un healthy  clean</p>	<p><b>Design &amp; technology</b>  Design  Make  Compare  Different  Stronger  Wheels  Model  Shape  Materials  Technique  Texture  Construct - Build  Model  Shape  Structure  Tools  Design  Assemble  Materials  Assemble  Join  Build  Balance  <b>Food &amp; Nutrition</b>  Measure  weigh  utensils  equipment</p>	<p><b>Design &amp; technology</b>  Product  Evaluate  Designer  Axle  Lever  Slider  Structure  Mechanism  Product  Pivot  Slot  Fabric  Template  function  <b>Food &amp; Nutrition</b>  Prepare  Surface  Hygiene  Food Type  Farmed  Manufactured</p>	<p><b>Design &amp; technology</b>  Criteria  joining and  finishing  techniques  • Components  • Template  • Pattern  Vehicle  • Wheel  • Axle  • Axle holder  • Chassis  • Motion  Structure  • Weak  • Strong  • Framework  • Folding  • Rolling  <b>Food &amp; Nutrition</b>  Food groups - fruit and vegetables,  carbohydrates, protein  Vegetarian  Hygenic  • Ingredients  • Appealing  • Variety  • Food groups  • Balanced  • healthy</p>
<b>Books</b>				
<b>Resources</b>	Range of construction equipment Craft Station with range of materials and fixing	Construction equipment incl smaller more complex equipment Craft station with range of materials and fixing	Construction equipment incl smaller more complex equipment Craft station with range of materials and fixing resources (different types of glue and tape)	Construction equipment incl smaller more complex equipment Craft station with range of materials and fixing resources (different types of glue and tape)

	resources (glue and masking tape) scissors	resources (different types of glue and tape) Wheels scissors	Wheels and axles Split pins for moving parts Plastic needle and thread Scissors and hole punch	Wheels and axles Pulley Needle and thread Range of tools to score and put accurate holes in different materials
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