



Design & Technology Progression Grid



	Reception	Year 1	Year 2	Year 3	Year 4
Designing	<p>Understanding of the World Technology: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</p> <p>Expressive Arts & Designs -Exploring & Using Media and Materials: safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. - Being Imaginative: Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology</p>				
Contexts, users and purposes. Generating, developing, communicating and modelling ideas.		1. use own ideas to make something. 6. explain to someone else how to make the product.	1. think of an idea ... 5. explain why they have chosen specific materials. * say who and what the product is for *use simple design criteria	1. prove that the design meets some set criteria. 4. design a product and make sure that it looks attractive.	1. use ideas from other people when designing. 6. present a product in an interesting way. * describe the purpose of a product and how it will appeal to the user.
Making					
Planning Practical skills and techniques		7. choose appropriate resources and tools. 8. make a simple plan before making. 4. make a product which moves.	1. ... and plan what to do next. 2. choose tools and materials and explain why they have been chosen. 3. join materials and components in different ways. 6. measure materials to use in a model or structure. * use finishing techniques	3. follow a step-by-step plan, choosing the right equipment and materials. 5. choose a material for both its suitability and its appearance. 6. select the most appropriate tools and techniques for a given task. 7. work accurately to measure, make cuts and make holes.	2. produce a plan and explain it. 7. measure accurately. 11. make a product which uses both electrical and mechanical components. 8. persevere and adapt work when original ideas do not work.
Evaluating					
Own ideas and products		5. make models stronger.	4. explain what went well.	1. prove that the design meets some set criteria. 2. evaluate and suggest improvements for designs.	3. evaluate and suggest improvements for designs. 10. prove that design meets some set criteria. 5. explain how they have improved my original design.
Existing products		2. describe how something works. * Investigate products	* Investigate existing products and evaluate materials used and their design	Investigate and analyse existing products.	4. evaluate products for both their purpose and appearance.
Key events and individuals					Maria Telkes and/or Thomas Edison . Alexander Graham Bell, James Watt
Food & Nutrition					
Where food comes from		* know that all food comes from plants or animals and has to be farmed, grown or caught			* food is grown, reared or caught in UK and wider world.
Food preparation, cooking and nutrition	3. cut food safely.	7. describe the ingredients. * understand how to eat healthily,		9. know how to be both hygienic and safe when using food.	

			(the eatwell plate and 5 a day) * use techniques such as cutting, peeling and grating		12. describe how food ingredients come together.
Technical Knowledge					
Making Products work		Mechanisms - levers and sliders (moving pictures) Food (salads) Textiles (puppets)	Rainsticks Food (fruit salad) Structures (minibeast homes)	Structures (stone age homes) Food (Milkshakes) Textiles (purses)	Structures/shells (instruments) Electrical Mechanisms Linkages and Levers (storybooks) Seasonal foods
Vocabulary					
	Cut, join, make, glue, stick, join, names of tools and materials, cause,	Design, make, product, plan, cut, chop, slice, glue, stick, lever, slider, mechanism, fabric, textiles, sew, stitch, shape, finish	Design, make, product, plan, cut, chop, slice, juice, recipe, texture, flavour, glue, stick, structure, stable, base, 3D, shape, finish	Materials, equipment, construct, production, packaging, tools, fibres, criteria, evaluate, improve, modify, textiles, sew. stitch, join, glue, frame, structure	Materials, equipment, construct, production, tools, criteria, evaluate, improve, modify, join, glue, frame, engineer, bulb, wire, switch, conductor, component