





Progression Map: DT

Master Practical Techniques (Skills)				Take Inspiration from Design 	Design, Make, Evaluate and Improve 	Communicate with the Vocabulary of Design Technology 
Materials and Textiles	Structures, Mechanisms and Electronics	Food and Nutrition 				
Foundation Stage	<ul style="list-style-type: none"> <li>I can safely use and explore a variety of materials, tools and techniques including scissors, cellotape and glue.</li> <li>I can experiment with colour, design, texture and decoration.</li> </ul>	<ul style="list-style-type: none"> <li>I can use a range of small tools, including scissors, paintbrushes and cutlery.</li> <li>I can identify that some toys and devices need a battery to work.</li> </ul>	<ul style="list-style-type: none"> <li>I can safely and effectively use a knife with support.</li> <li>I can stir, mix and pour.</li> </ul>	<ul style="list-style-type: none"> <li>I can explore how things work</li> <li>I can talk about existing designs, discussing their features and function.</li> </ul>	<ul style="list-style-type: none"> <li>I can share my creations, explaining the process I have used.</li> <li>I can create collaboratively, sharing ideas, resources and skills.</li> <li>I can adapt my design when I am making it with support and guidance.</li> </ul>	<ul style="list-style-type: none"> <li>plan, design, investigate, purpose</li> <li>make, cut, join,</li> <li>chop, slice, taste, mix, pour, stir</li> </ul>
Year 1	<ul style="list-style-type: none"> <li>I can cut materials safely using tools provided.</li> <li>I can begin to use a range of cutting and shaping techniques.</li> <li>I can embellish a product with decoration</li> </ul>	<ul style="list-style-type: none"> <li>I can identify and explore one way a product can be made stronger.</li> <li>I can use a variety of joining techniques.</li> <li>I can create a product using a slider.</li> <li>I can identify that some devices use a simple circuit to work.</li> <li>I can replicate a simple circuit.</li> </ul>	<ul style="list-style-type: none"> <li>I can begin to cut, peel and grate ingredients safely.</li> <li>I can use the claw and the bridge method for cutting ingredients.</li> <li>I can begin to measure or weigh using measuring cups or electronic scales.</li> <li>I can assemble and cook ingredients.</li> </ul>	<ul style="list-style-type: none"> <li>I can explore various objects and designs to identify likes and dislikes.</li> <li>I can explore how products have been created.</li> <li>I can begin to suggest improvements to existing designs.</li> </ul>	<ul style="list-style-type: none"> <li>I can design products that have a clear purpose and an intended user.</li> <li>I can make products, refining the design as work progresses.</li> <li>I can begin to use software to design.</li> </ul>	<ul style="list-style-type: none"> <li>planning, investigating design, evaluate, make, user, purpose, ideas, product</li> <li>slicing, peeling, cutting, healthy diet, ingredients, equipment names</li> <li>finish, sew, template, mark out</li> <li>slider, pivot, slot, bridge/guide, join, pull, push, up, down, straight, curve, forwards, backwards</li> </ul>
Year 2	<ul style="list-style-type: none"> <li>I can cut materials safely using tools provided.</li> <li>I can measure and mark out to the nearest centimetre.</li> <li>I can demonstrate a range of cutting and shaping techniques.</li> <li>I can join textiles using a running stitch.</li> </ul>	<ul style="list-style-type: none"> <li>I can explore a range of ways products can be made stronger.</li> <li>I can create a product using wheels and winding mechanisms.</li> <li>I can create a product that has a lever or slider mechanism.</li> <li>I can create a simple circuit that includes a buzzer or a lightbulb.</li> <li>I can identify when a circuit is broken and suggest how it might be fixed.</li> </ul>	<ul style="list-style-type: none"> <li>I can chop, slice, grate, mix and spread ingredients safely and with increasing independence.</li> <li>I can measure or weigh using measuring cups or electronic scales.</li> <li>I can decide whether the claw or bridge method is most effective for cutting ingredients.</li> <li>I can assemble and cook a range of ingredients, and discuss my choices.</li> </ul>	<ul style="list-style-type: none"> <li>I can explore objects and designs to confidently identify likes and dislikes.</li> <li>I can suggest some improvements to existing designs.</li> <li>I can suggest and explain how products have been created.</li> <li>I can choose the most effective techniques for my own designs.</li> </ul>	<ul style="list-style-type: none"> <li>I can design products that have a clear purpose and an intended user.</li> <li>I can make products that follow my design</li> <li>I can change and adapt my design as I am making it, giving clear reasons for my decision.</li> <li>I can use software to design.</li> </ul>	<ul style="list-style-type: none"> <li>investigating, planning, design, make, evaluate, user, purpose, ideas, design criteria, product, function</li> <li>soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, ingredients</li> <li>template, pattern pieces, mark out, join, decorate, finish</li> <li>vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism, tools, equipment, materials</li> </ul>