DESIGN TECHNOLOGY - Skills Progression

	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
	TEXTILES	MECHANISMS	TEXTILES	ELECTRICAL	MECHANICAL	ELECTRICAL/MECHANICAL
DESIGN	Explore how textiles can be used to make products. Generate ideas based on investigations of products. Know that the texture and other properties of materials affect choice. Use models, pictures and words to describe designs	Explore of how moving objects work and how mechanisms can be used in different ways (e.g. levers/ sliders/ wheels and axles that allow movement). Explore wheels, axles, sliders and simple levers. Generate ideas based on investigations of products, mechanisms and movement. Know how moving objects work and how mechanisms can be used in different ways Use models, pictures and words to describe designs	Generate ideas based on research/ investigations of products. Recognise that designs have to meet a range of different needs. Make realistic plans and clarify ideas by using including annotated sketches, cross sectional/exploded diagrams, prototypes, pattern pieces and computer aided design Think ahead about the order of work, choosing appropriate tools, equipment, materials, components and techniques.			
MAKE	Make a product out of textiles Select the appropriate textile(s) for a product. Measure, mark out and cut fabric. Join fabrics using glue, staples, tying or a simple stitch. Use non standard objects to measure out such as rods of varying length, lengths of paper. Use scissors to cut textiles.	Make a product that uses movement. Join materials so that they are strong. Select the appropriate materials and components for a product. Select a range of tools to perform practical tasks. Measure, mark out and cut. Join using glue, staples etc. Begin to use standard measure. Use scissors accurately.	Select the appropriate textile(s) for a product. Select and use tools and equipment for measuring, cutting and joining. Use techniques such as plaiting or weaving to create new products such as rope, belts, bracelets etc.	Select the appropriate electrical components for a product. Select and use tools and equipment suitable for the task. Develop increasing accuracy in measuring, and cutting Use simple circuits to either illuminate or create motion.	Make a product that uses mechanical components. Select and use a wide range of tools and equipment Measure and cut with accuracy. Use other DT skills to create housings for mechanical components.	Make a product that uses electrical & mechanical components and ICT to control. Use other DT skills to create housings for mechanical components.

EVALUATE	Evaluate a range of existing textile products. Improve a design as the process goes along. Evaluate textile products and know what is meant by having a good finish and the ability to do the job it was made for.	Evaluate a range of existing moving products and how mechanisms are used. Improve a design as the process goes along. Evaluate products and know what is meant by having a good finish and the ability to do the job it was made for	Understand how key events and individuals have helped shape the world Research a range of innovative, functional, appealing products and determine whether they are fit for purpose Explore, investigate and analyse a range of existing products Evaluate a product against the design criteria Understand a product should be well finished in a way that would appeal to users. Listen and respond to the views of others on how to improve their work			
TECHNICAL SKILLS	Learn about the working characteristics of materials (e.g. folding paper, plaiting yarn to make it stronger).	Build structures, exploring how they can be made stronger and more stable Explore and use mechanisms in products	Join textiles using skills such as stitching, and plaiting to make a durable and desirable product	Understand and use electrical systems in a product. Use scientific knowledge of electricity such as circuits, lamps, conductors Apply computing to program and control the product.	Understand and use mechanical components such as gears, pulleys, levers in a product. Apply knowledge of strengthening to reinforce. Apply computing to program and control the product.	Understand and use mechanical components such as gears, pulleys, levers in a product. Choose components that can be controlled by switches or by ICT equipment. Apply computing to program and control the product.
COOKING & NUTRITION	Use the basic principles of a healthy and varied diet to prepare dishes Understand where food comes from.		Understand and apply the principles of a varied and healthy diet. Select ingredients for a recipe/ Select ingredients that are currently in season Know where and how the selected ingredients are grown, reared, caught and processed. Follow an increasingly detailed recipe. Measure out ingredients by weight or quantity, using scales where appropriate / Understand that by varying, altering the weight and quantity of the ingredients from the recipe, the end product will vary in taste and flavour. Select a cooking technique such as, baking, roasting, casseroling, stir fry etc/ Understand that cooking alters the flavour and texture of foods and apply this knowledge. Describe food products in terms of taste, texture, flavour and relate this to the intended purpose of the food. Understand that some foods may not be eaten raw, as it is unsafe/ Work in a safe and hygienic way.			