



Design & Technology Progression of Skills

Design

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore and discuss different ideas when planning what to make.	Generate ideas based on simple design criteria.	Develop ideas through discussion and annotated sketches.	Generate realistic ideas through discussion and research.	Generate and clarify ideas through annotated sketches and prototypes.	Develop detailed design specifications based on research.	Communicate ideas clearly using annotated sketches, prototypes and CAD where appropriate.

Make

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Select and use a range of simple tools and materials safely.	Select from a range of materials and components according to their characteristics.	Use a range of tools and equipment to perform practical tasks.	Select tools and equipment suitable for the task and explain their choices.	Work with tools, equipment, materials and components accurately.	Use a wider range of tools and equipment with precision.	Use a wide range of tools and equipment safely and accurately, including specialist tools.

Evaluate

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Talk about what they have made and how it works.	Evaluate their ideas and products against simple design criteria.	Evaluate their product against design criteria and the views of others.	Evaluate their ideas and products against their own design criteria.	Evaluate their ideas and products considering the views of others to improve their work.	Evaluate their ideas and products against their design specification.	Evaluate their ideas and products against the original design specification and consider sustainability.



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Technical knowledge

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore how to make structures stronger and more stable.	Build structures, exploring how they can be made stronger, stiffer and more stable.	Explore and use mechanisms such as levers, sliders, wheels and axles.	Apply understanding of mechanical systems in their products (levers and linkages).	Apply understanding of mechanical systems in their products (pulleys and gears).	Apply understanding of electrical systems in their products (series circuits).	Apply understanding of computing to program, monitor and control their products.

Structures

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore building simple structures.	Construct simple structures, exploring how they can be made stronger.	Build structures, exploring stability and strength.	Develop structures using simple joining techniques.	Strengthen, stiffen and reinforce more complex structures.	Develop frameworks using a wider range of materials and techniques.	Design and build structures considering strength, stability and aesthetics.

Mechanisms/Mechanical systems

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore simple moving parts in models and toys.	Use simple mechanisms such as sliders and levers.	Use wheels and axles in models.	Use levers and linkages in products.	Use pulleys and gears in products.	Develop mechanical systems with increasing accuracy and precision.	Design and make products using complex mechanical systems.

Electrical systems

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
				Construct simple circuits incorporating	Apply understanding of series circuits in products.	Develop electrical systems incorporating sensors and



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				switches, bulbs and motors.		control technology.
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Cooking and nutrition

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore simple food preparation and discuss healthy choices.	Prepare simple dishes safely and hygienically without a heat source.	Use simple cooking techniques such as cutting, grating and mixing.	Prepare and cook dishes using a heat source safely.	Understand seasonality and know where and how a variety of ingredients are grown.	Apply principles of a healthy and varied diet in cooking.	Cook a repertoire of savoury dishes using a variety of techniques.

Textiles

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore simple weaving and joining techniques.	Use simple templates and joining techniques.	Join textiles using running stitch and simple patterns.	Use a range of stitches to join and decorate textiles.	Select appropriate techniques to join and finish textiles.	Combine different fabric shapes with accuracy.	Use pattern pieces and seam allowance accurately in textiles projects.

Digital world

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
					Use computer-aided design (CAD) to develop and communicate ideas.	Use CAD and other software to program, monitor and control products.