

Design Technology Progression of skills

Year Group	Unit	Progression			
FS					
Yr1	How can the Gingerbread man cross the river? Moving Pictures.	Design: To know how to design a product that moves. To know how to use ideas to design a product and describe how their own idea works. To know how to make a simple plan before making.	Make: To know how to choose appropriate resources and tools. To know how to use ideas to make a product move.	Evaluate: To know how to describe how something works. To know how to explain what works well and not so well in the model they have made.	Technical knowledge: To know that a structure can be made stronger by adding more layers or using a different material. To know how to explore and use levers and sliders in a picture.
Yr2	Fabric Faces Vehicles	Design: To know that a product has a particular audience. To know how to think of an idea through discussion that meets a design criteria. To know why they have chosen specific materials and why they are fit for purpose.	Make: To know how to cut fabric accurately, measuring with a ruler. To select different fabrics for use based upon a design criterion. To select and use different materials and explain why they have chosen them.	Evaluate: To explain what went well with their work. Reflect on a finished product saying what they like, dislike about a product.	Technical knowledge: To know that 'joining technique' means connecting materials together. To understand that a template is used to cut out the same shape multiple times. To know how to use axels for wheeled vehicles.
Yr3	Picture Frames Moving Monsters	Design: To know how to create a design and prove that it meets set criteria. To know how to design a product based on research and existing products. To know how to choose material that is fit for purpose.	Make: To know how to follow a step by-step plan, choosing the right equipment and materials for a desired effect. To know how to select the most appropriate tools and techniques for a given task. To know how to select from a range of materials thinking	Evaluate: To know how to evaluate a product against a design criteria. To know why a model has, or has not, been successful.	Technical knowledge: To know how to strengthen, stiffen and reinforce a structure. To understand and use mechanical systems in their products.

		To know how to create an annotated sketch of a design.	about their functional properties.		
Yr4	Moving pictures Money Containers Musical Instruments	Design: To know how to use ideas from other people and existing products when designing. To know how to produce a design and explain it- exploded diagram. To know how to produce a detailed, step by-step plan.	Make: To know which tools to use for a particular task and show knowledge of handling the tool. To know which material is likely to give the best outcome. To know how to measure and cut accurately. To know how to adapt work when original ideas do not work	Evaluate: To know how to evaluate and suggest improvements for design. To know how to evaluate products for both their purpose and appearance.	Technical knowledge: To know how to use IT, where appropriate, to add to the quality of the product. To apply their understanding of how to strengthen a product by stiffening a given part or reinforce a part of the structure.
Yr5	Bridges Cams	Design: To know how to produce a range of ideas after collecting information from existing designs. To know that different types of bridges have been designed by key individuals through history. To know how to communicate ideas in a range of ways, including by sketches and drawings which are annotated exploded diagrams.	Make: To know how to use a range of tools and equipment competently. To know how to make a prototype before making a final version. To know which cam to select to create the appropriate movements. To know how to make a product that fits a design criteria.	Evaluate: To know how to suggest alternative plans; outlining the positive features and draw backs. To know that key individuals have produced designs that have shaped the world.	Technical knowledge: To know how the effects of three different shapes of cams. Understanding the transfer of rotary motion into linear motion.
Yr6	Slippers Fairgrounds	Design: To know how to use market research to inform plans and ideas. To know how to communicate their ideas using cross sectional and exploded diagrams.	Make: To know which tool to use for a specific task and to use the tools correctly and safely. To know which materials to select from a wider range, understanding the functional purposes and aesthetic qualities.	Evaluate: To know how to test and evaluate a designed product by discussing positives and areas of improvement. To know how to present a product in an interesting way, considering aesthetic qualities.	Technical knowledge: To know how to improve a made product by strengthening, stiffening or reinforcing. To understand and use electrical systems in their products [for example, series

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