

Design & Technology Progression Overview 2023-24 – Linked to National Curriculum

Year 1

Key stage 1

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment].

When designing and making, pupils should be taught to:

Design

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Technical knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Cooking and nutrition

As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life.

Pupils should be taught to:

Key stage 1

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from.

Autumn Term- Mechanisms Cards



Spring- Food Making a packed lunch



Summer- Structures Rockets



Market Place Textiles



Design & Technology Progression Overview 2023-24 – Linked to National Curriculum

Year 2

Key stage 1

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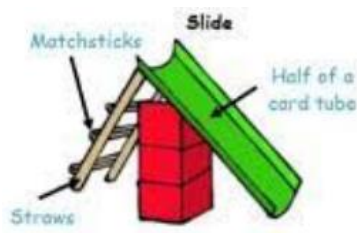
Key stage 1

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from.

Autumn – Mechanisms Christmas Cards



Spring- Structures Freestanding



Summer Food – preparing fruit and veg



Market Place Textiles



Design & Technology Progression Overview 2023-24 – Linked to National Curriculum

Year 3 & 4

Key stage 2

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home, school, leisure, culture, enterprise, industry and the wider environment].

When designing and making, pupils should be taught to:

Design

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- apply their understanding of computing to program, monitor and control their products.

Cooking and nutrition

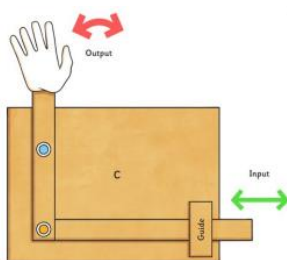
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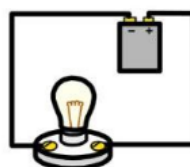
Key stage 2

- understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
- understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

Autumn - Mechanisms Cards



Spring – Electrical Systems Simple circuits/ switches



Summer Food- Healthy and Varied Diet



Market Place Shell Structures



Design & Technology Progression Overview 2023-24 – Linked to National Curriculum

Year 5

Key stage 2

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Make

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
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Evaluate

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Technical knowledge

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Cooking and nutrition

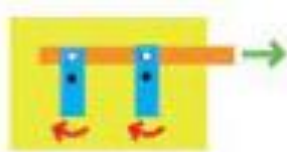
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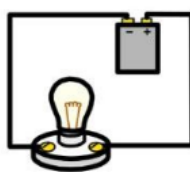
Key stage 2

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Autumn – Mechanisms Cards



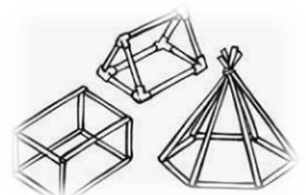
Spring - Spring – Structures Electrical Systems Complex circuits/ switches



Summer Food - Celebrating culture & seasonality



Market Place Structures – Frame structures



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Year 6

Key stage 2

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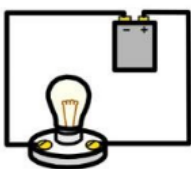

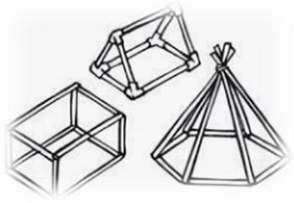
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| <p style="text-align: center;">Autumn Mechanical systems Pulleys or gears</p>  | <p style="text-align: center;">Spring Spring - Spring – Structures Electrical Systems Complex circuits/ switches</p>  | <p style="text-align: center;">Summer Food - Celebrating culture & seasonality</p>  | <p style="text-align: center;">Market Place – Structures – Frame Structures</p>  |
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