

Learn together, grow together Progression in DT



Design and Technology at Medina Primary School will enable pupils to develop a resilience to solve problems, a curiosity to find out how products work, and an awareness of how good design impacts on daily lives. Making functional products is at the heart of the Design and Technology. Pupils will be taught to use a range of tools and materials confidently and safely. They will recognise the importance of being creative and independent in their ideas, whilst learning from testing products and collaborating with others. They will learn specific vocabulary to talk about their intentions. Pupils learn the importance of nutrition and healthy eating.

Skill	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Food	<p>Understand where a range of fruit and vegetables come from e.g. farmed or grown at home.</p> <p>Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The eatwell plate When making a fruit salad</p>	<p>Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely.</p> <p>Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product. When making vegetable kebabs linked to harvest</p>	<p>Know how to use appropriate equipment and utensils to prepare and combine food.</p> <p>Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught.</p> <p>Select from a range of ingredients to make appropriate food products, thinking about sensory characteristics. When making a healthy lunch box</p>	<p>Plan the main stages of a recipe, listing ingredients, utensils and equipment.</p> <p>Select and use appropriate utensils and equipment to prepare and combine ingredients When making bread</p>	<p>Know how to use utensils and equipment including heat sources to prepare and cook food.</p> <p>Write a step-by-step recipe, including a list of ingredients, equipment and utensils</p> <p>Select and use appropriate utensils and equipment accurately to measure and combine appropriate ingredients. When making Tudor soup</p>	<p>Understand about seasonality in relation to food products and the source of different food products.</p> <p>Select and use appropriate utensils and equipment accurately to measure and combine appropriate ingredients.</p> <p>Make, decorate and present the food product appropriately for the intended user and purpose When making spring rolls</p>
Textiles	<p>Understand how simple 3-D textile products are made, using a template to create two identical shapes.</p> <p>Understand how to join fabrics using different techniques- running stitch, glue, over stitch, stapling.</p> <p>Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons. When making a bag to hold a shell.</p>		<p>Understand how to securely join two pieces of fabric together.</p> <p>Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern. When making a pencil cases</p>		<p>A 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics.</p> <p>Produce detailed lists of equipment and fabrics relevant to their tasks. Formulate step-by-step plans. When making an Xmas hanging bag to hold a candy stick</p>	

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<p>Mechanism</p>	<p>Explore and use sliders and levers.</p> <p>Understand that different mechanisms produce different types of movement. <i>When making Xmas cards</i></p>	<p>Explore and use wheels, axles and axle holders.</p> <p>Distinguish between fixed and freely moving axles. <i>When making a vehicle for Percy</i></p>		<p>Understand and use lever and linkage mechanisms.</p> <p>Distinguish between fixed and loose pivots. <i>When making a moving illustration for a children's book</i></p>		<p>Understand how gears and pulleys can be used to speed up, slow down or change the direction of movement.</p> <p>Select from and use a range of tools and equipment to make products that are accurately assembled and well finished. <i>When making a motorised vehicle</i></p>
<p>Structures</p>		<p>Know how to make freestanding structures stronger, stiffer and more stable.</p> <p>Select new and reclaimed materials and construction kits to build their structures <i>When making a model playground equipment for a teddy</i></p>	<p>Develop and use knowledge of how to construct strong, stiff shell structures.</p> <p>Develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes <i>When making desk tidies</i></p>		<p>Understand how to strengthen, stiffen and reinforce 3-D frameworks.</p> <p>Competently select from and use appropriate tools to accurately measure, mark out, cut, shape and join construction materials to make frameworks <i>When making a bird hide</i></p>	
<p>Electrical systems</p>	<p>N/A</p>	<p>N/A</p>	<p>N/A</p>	<p>Understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs and buzzers. <i>When making a light up Christmas card</i></p>		<p>Understand that mechanical and electrical systems have an input, process and an output.</p> <p>Understand and use electrical systems in their products.</p> <p>Apply their understanding of computing to program, monitor and control their products. <i>When making alarm systems in model houses.</i></p>