

Progression within Different Areas of Design and Technology



Within our Design and Technology curriculum, there are five broad themes: Textiles; Structures; Mechanisms; Electrical Systems; Cooking and Nutrition. Children visit these themes at different times on their journey through the school, as part of their topics.

Textiles	Structures	Mechanisms	Electrical Systems	Cooking and nutrition
Across the year, the EYFS curriculum enables children to experience a range of D&T skills and opportunities linked to different topics and events. These will give them fundamental experience in all these areas except for electronic control.				
	Y1 Bridge building	Y1 Moving picture		Y1 Fruit salad
Y2 Hanging decoration		Y2 Moving fire engine		Y2 Fair Trade Lemonade
	Y3 Picture Frames	Y3 Levers & Linkages		Y3 Greek food
Y4 Applique Bookmarks			Y4 Blackout torches	
	Y5 Viking boat		Y5 Space quiz board	Y5 Mexican food
Y6 'Make do and mend' Sewing a bag	Y6 Building a Mayan Village			Y6 Bread making

Learning progression: within these units, learning will follow a sequence that includes five elements:

Research:	Learn about the product, its uses, etc.
Learn/practise skills:	Revisit and develop previously-learnt skills and practise new skills necessary to make the product
Design:	Create a plan for the final product – this may include materials and techniques as appropriate
Make the product:	Use the skills and knowledge to create a final product, as designed
Evaluate:	Consider strengths and areas that could be improved