



Design and Technology Knowledge Progression Map - Cycle A

The learning journey for Design Technology begins in The Early Years with statements from the 2021 Development Matters are prerequisite skills for the DT curriculum. The most relevant statements for DT are taken from the Physical development and Expressive Art and Design areas of learning. In our Early Years we understand the importance of 'the unique child' and therefore understand that children will take individual journeys to reach these goals. Adults are aware of the journey that children in our Early Years embark on and use assessment of the children and in the moment planning to identify their next steps and ensure progression for each individual child.

You may hear:

- "I wonder why..."
- "What if..."
- "How could we..."
- "What do you think..."
- "What can you...?"
- "Tell me about..."
- "What might happen if..."
- "How can we find out about..."
- "How could we decide..."

Vocabulary

fruit vegetables safety knife blade tool edge handle chop slice cut saucepan blender chopping board
 hob boil blend mix packaging recyclable metal plastic reusable join stick cut bend slot scissors
 measure materials fix thread weave pattern sew sewing needle embroider design evaluate
 waterproof absorb prediction variable experiment investigation float sink junk

	Autumn	Spring	Summer
Rising 3's	Themes: Nursery Rhymes Where Do You Like to Shop?	Themes: Nursery Rhymes Where Do You Like to Shop?	Themes: Bears, bears, bears! What lives in the garden?
		Explore materials with different properties. Explore materials with different properties. Explore natural materials, indoors and outside	Explore different materials, using all their senses to investigate them Use their imagination as they consider what they can do with different materials. Make simple models, which express their ideas
Nursery	Themes: Would You like to Snuggle up with a book? What is your favourite toy?	Themes: Nursery Rhymes Where Do You Like to Shop?	Themes: Bears, bears, bears! What lives in the garden?



	<p>Describes an object by its size, shape or colour</p> <p>Select shapes appropriately: flat surfaces for building Combine shapes to make new ones – an arch, a bigger triangle etc.</p> <p>Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.</p> <p>Make simple models.</p>	<p>Explore collections of materials with similar and/or different properties</p> <p>Explore collections of materials with similar and/or different properties.</p>	<p>Use one-handed tools and equipment, for example, making snips in paper with scissors.</p> <p>Explore different materials freely, in order to develop their ideas about how to use them and what to make.</p> <p>Develop their own ideas and then decide which materials to use to express them.</p> <p>Join different materials and explore different textures.</p>
Rec	Autumn	Spring	Summer
	Themes: What makes me special? Who lives in the woods?	Themes; Do you like gravy on your ice-cream? Is there room on the bus?	Themes: Who put the colours in the rainbow? To Infinity and beyond!
	<p>To know how to work safely and hygienically</p> <p>To use some cooking techniques (spreading, cutting)</p> <p>Make healthy choices about food</p> <p>Use one-handed tools and equipment.</p> <p>To explore different techniques for joining materials</p> <p>To share their creations</p> <p>To explore different techniques for joining materials</p>	<p>To know how to work safely and hygienically</p> <p>To identify and name healthy foods</p> <p>To understand the importance of healthy food choices</p> <p>To learn where food comes from</p> <p>To experiment with different mark making tools such as art pencils, pastels, chalk</p> <p>To explore different techniques for joining materials (Glue Stick, PVA, Masking Tape, Tape)</p>	<p>To plan what they are going to make (cooking, wood work, construction, junk modelling)</p> <p>To draw more detailed pictures of people and objects</p> <p>To manipulate materials</p> <p>To create observational drawings</p> <p>To know how to work safely and hygienically</p> <p>To use some cooking techniques (spreading, cutting, threading, coring, mixing, grating, adding flavours)</p>



	<p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>To work with different shapes to make their own collages</p> <p>To use some cooking techniques (spreading, cutting, threading, coring) –</p>	<p>To use some cooking techniques (spreading, cutting, threading, coring, mixing) Sandwiches, Fruit Kebabs</p> <p>To know the name of tools.</p> <p>To use natural objects to make a piece of art</p> <p>To share creations and talk about the process</p> <p>To make props and costumes for different role play scenario linked to traditional tales</p> <p>To know how to work safely and hygienically</p>	<p>To share creations, talk about process and evaluate their work</p> <p>To invent their own narratives, making costumes and resources</p> <p>To explore different techniques for joining materials (Glue Stick, PVA, Masking Tape, Tape, Split Pins)</p>
<p>KSI Year 1/2</p>	<p style="text-align: center;">Autumn</p> <p>Theme: Textiles (How can you repurpose an item of clothing?) Food and Nutrition (What does healthy mean?)</p> <p style="text-align: center;">National Curriculum Links:</p> <p>Cooking and Nutrition Understand where food comes from</p> <p>Use the basic principles of a healthy and varied diet <i>Design</i></p>	<p style="text-align: center;">Spring</p> <p>Theme: Mechanisms (Are bigger wheels always better?) Understanding Materials (How can you waterproof a hat?)</p> <p style="text-align: center;">National Curriculum Links:</p> <p><i>Design</i> Design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p><i>Make</i> Select from and use a wide range of materials and components, including construction materials, according to their characteristics</p>	<p style="text-align: center;">Summer</p> <p>Theme: Food and Nutrition (How healthy is your food?) Structures (How strong is a piece of paper?)</p> <p style="text-align: center;">National Curriculum Links:</p> <p>Cooking and Nutrition Understand where food comes from</p> <p>Use the basic principles of a healthy and varied diet <i>Design</i> Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-</p>



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, 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

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

Evaluate

Explore and evaluate a range of existing products

Explore and evaluate a range of existing products
Evaluate their ideas and products against design criteria

Substantive Knowledge

- To know how wheels and axles work together
- To know that the size and position of wheels affects how they move
- To know materials can be modified to become waterproof
- To know origami comes from the Japanese words: ori – folding and kami – paper

Disciplinary Knowledge:

- To be able to create a simple wheel mechanism
- To use wheel mechanisms to propel a simple vehicle
- To be able to make paper waterproof
- To be able to transform flat paper by folding and creasing to form a hat

Wider Curriculum Links:

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, according to their characteristics

Evaluate

Explore and evaluate a range of existing products
Explore and evaluate a range of existing products
Evaluate their ideas and products against design criteria

Substantive Knowledge

- To know the difference between fresh food and ultra-processed foods
- To know paper becomes stronger when it is folded
- To know a load is the amount of weight a structure must carry

Disciplinary Knowledge:

To be able to shape and form ingredients to make delicious food



Substantive Knowledge

To know how to cut out shapes which have been created by using a template

To know how to use a range of basic sewing skills

To know why vegetables are so important to our health

To know what processed foods are

Disciplinary Knowledge:

To be able to use a template to transfer a pattern

To be able to cut out and join fabric shapes using a template

To be able to prepare a range of salad vegetables To be able to shape and season a bread snack

Wider Curriculum Links:

Science: Animals Inc. Humans

Literature:

The Quilt by Valérieane Leblond

The All-Together Quilt by Lizzy Rockwell

The Quiltmaker's Gift by Jeff Brumbeau

How Your Body Works by Rosie Dickens

Key vocabulary:

patchwork

overstitch

History: Karl Friedrich Benz (1844 – 1929)

Arthur Wellesley (1769 – 1852)

Science: Everyday Materials

Literature: The Christmasaurus by Tom Fletcher and Shane Devries
Mrs. Armitage on Wheels by Quentin Blake

The Story of the Car by Giles Chapman

Newspaper Boy and Origami Girl by Michael Foreman

Where My Wellies Take Me by Michael and Clare Morpurgo

Everyday Materials by Peter Riley

How Things Work: Materials by Anne Claybourne

Materials by Sally Hewitt

Key vocabulary:

wheel

axle

axle holder

chassis

rotate

position

centre

manipulate

flexible

barrier

waterproof

resist

absorbent

To use a range of culinary techniques

To be able to fold paper to increase strength and stability.

To test and record how much weight paper can hold

Wider Curriculum Links:

Science: animals Inc. Humans, Materials

History: Dame Zaha Mohammad Hadid (1950 – 2016)

Literature:

Lift-the-Flap Questions and Answers About Food by Katie Daynes

Newspaper Boy and Origami Girl by Michael Foreman

Cardboard Box Engineering: Cool, Inventive Projects for

Tinkerers, Makers & Future Scientists by Jonathan Adolph

The World is Not a Rectangle by Jeanette Winter Little

People Big Dreams – Zaha Hadid by Maria Isabel Sanchez Vegara

Little Leaders: Visionary Women Around The World by Vashti Harrison

Key vocabulary:

Ingredients

fibre

protein

processed



	<p>repurpose template applique quilt free range processed coagulate vitamins protein wholemeal</p>		<p>vitamins starch paper crease corrugated pillar story load</p>
<p>Future Learning KS2</p>	<p>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</p> <p>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</p> <p>Evaluate investigate and analyse a range of existing products evaluate their ideas and products against their own design criteria and consider the</p>		



views of others to improve their work

understand how key events and individuals in design and technology have helped shape the world

Technical knowledge (ICT & Science)

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

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.