



Design Technology Skill Progression

	Design	Make	Evaluate	Technical Knowledge	Cooking and nutrition
EYFS	-Work with a friend or independently to develop ideas and create	-Join construction components using glue, Sellotape, string -Hold scissors and make snips, cut along a line, cut around shapes and cut complex shapes	-Think of ways to improve creation -Make improvements as you go	-Hygiene awareness -Measuring and weighing food e.g. spoons, cups	-Healthy eating
Year 1	Design	Make	Evaluate	Technical Knowledge	Cooking and nutrition
	-Use drawings to generate and communicate a design (all topics)	-Use the right tools to cut, peel, grate and chop with adult supervision (food) -Cut round shapes with scissors. (pop up cards)	-Compare my finished product to the brief and to my original design and say what worked well and what I found hard. (all topics)	-Know how to make my structures stronger and more stable. (pop up cards)	-To understand that all food comes from plants or animals -To understand that everyone should eat at least 5 portions of fruit and vegetables everyday
Year 2	Design	Make	Evaluate	Technical Knowledge	Cooking and nutrition
	-Design a product for myself or someone else. (all topics)	-Select appropriate textiles according to their characteristics and appearance. (spring baskets) -Use running stitch to join fabric.	-Explore and evaluate a range of moving mechanisms. (seasonal card)	-Know how to use mechanisms such as levers and sliders. (seasonal card)	-To explain where in the world different foods originate from -To name and sort foods into the 5 food groups in the Eatwell Guide and use what they know to design and prepare dishes.

Year 3	Design	Make	Evaluate	Technical Knowledge	LKS2 Cooking and nutrition -Understand how to prepare and cook a variety of predominantly savoury dishes safely and hygienically. -With support, use a heat source to cook ingredients showing awareness of the need to control the temperature of the hob and/or oven. -To start to know when, where and how food is grown in the UK, Europe and the wider world. -To explain that a healthy diet is made up of a variety and balance of different food, as represented in the Eatwell Guide and be able to apply these when designing and cooking.
	-Develop my ideas using a prototype. (all topics)	-Select and combine ingredients from a range of different food groups (food)	-Consider the views of others when it comes to improving my designs. (all topics)	-Know how to use saws to cut dowelling with adult supervision. (houses)	
Year 4	Design	Make	Evaluate	Technical Knowledge	
	-Develop my ideas by using a pattern. (sewing)	-Know how to sew back stitch or over stitch and understand their purposes (sewing)	-Consider the views of others when it comes to improving my designs. (all topics)	-Know what a seam allowance is and can use it in my product (sewing) --Understand how key events and individuals have helped shape the world	
Year 5	Design	Make	Evaluate	Technical Knowledge	UKS2 Cooking and nutrition -know, explain and give examples of food that is grown (e.g., wheat), reared (e.g., poultry) and caught (e.g., fish). -understand about seasonality, how this made affect the food availability and plan recipes according to the season. -Demonstrate how to prepare and cook a variety of predominantly savoury dishes safely and hygienically, including, the use of a heat source. -measure accurately and calculate ratios of ingredients to scale up or down from a recipe.
	-Model and communicate my ideas through annotated sketches/cross-sectional drawings. (all topics)	-Use a hand drill to make the correct size hole for a piece of dowelling/ a bradawl to mark holes. (moving toys)	-Investigate and analyse a range of existing purses (purses)	-Understand and can use mechanical systems such as gears/pulleys/ cams in my moving toy (moving toys)	
Year 6	Design	Make	Evaluate	Technical Knowledge	
	-Generate and develop my ideas through computer aided design. (controllable vehicles)	-Select from a wide range of tools and equipment to join and shape components effectively considering their functional properties. (bird/bat box)	-Critically evaluate the quality of my design, manufacture and fitness for purpose. (all topics)	-Know how to build a complex structures using a range of materials such as wood, card and corrugated plastic. (bird/bat box) -Know how to program a computer to control my vehicle. (controllable vehicles)	