



## Slindon CofE Primary School- Progression of skills – DT

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design, make, evaluate	Design and make products that have a definite function (e.g. Xmas card / puppet)	Design and make products, modifying the product as the project evolves. (e.g. puppet / moving pop-up picture) Take an existing design and propose improvements.	Produce designs with a clear purpose, having explored needs. Select materials carefully to suit the design and use.	Refine methods and their design as work progresses, constantly reassessing and adapting design. Use computer packages to design and model products.	Design by considering the user, prioritising good function. Produce prototypes, building upon the previous, to optimise design.	Include designing processes such as prototypes, cross-sectional diagrams and / or CAD. Show attention to achieving a good quality finish to their products (link to art techniques).
Food	Understand the importance of food hygiene and steps to take (e.g. washing hands, cleaning table) Develop basic skills such as stirring, kneading and pouring. Understand where different foods come from.	Safely cut, peel or grate ingredients in a hygienic manner (e.g. fruit salad) Understand where food comes from Combine ingredients to produce a dish, with support, by using basic techniques such as stirring / mixing / whisking / kneading / rubbing.	Use correct utensils to hygienically prepare food. Combine and /or cook ingredients with some independence.			
Textiles	Use a running stitch to join fabric. Use methods such as dyeing, adding sequins or printing to alter the appearance of fabric. Make use of a template to produce shapes.	Textiles Understand basic sewing techniques, including running stitch and blanket stitch. Use methods such as dyeing, adding sequins or printing to alter the appearance of fabric. To make use of a template.	Use correct stitch to join materials. Add decorative finish using a suitable technique.	Use suitable cutting and shaping techniques. Choose suitable joining techniques.	Use a variety of stitching techniques to join fabrics. Use a pattern, measure accurately and allow for seams.	Use a variety of stitching techniques to join fabrics. Use a pattern, measure accurately and allow for seams.
Construction	Practice techniques to join and / or strengthen materials: e.g. gluing and reinforcing card.	Explore and use mechanisms in their products: e.g. wheels and axles / sliders etc	Select appropriate techniques to construct products	Construct series and parallel circuits Apply understanding of forces to select a suitable mechanism for their design: e.g. levers, winding mechanism, pulleys or gears.	Create circuits using electronics kits that combine a number of parts (e.g. LEDs, resistors, chips etc) Gain competence at a range of practical skills to a reasonable standard to produce products.	Cut with precision and produce a good finish. Select appropriate tools to cut and shape a particular type of material. Combine electronics and mechanics to produce original designs.

						Use cams to change a rotation into a push / pull movement.
Verbal response	<p>Comment on their own and others' designs and products. Suggest ways in which designs and products could be improved.</p>	<p>Use a range of tools safely and with some control. Use a range of joining techniques: e.g. gluing, hinges or combining materials to strengthen. Explore the processes used to create products, and use this to inspire their own simple plans.</p>	<p>To discuss the work of some recognised designers that have been studied.</p>	<p>Make improvements to established designs and be able to explain / justify. Disassemble designs to discover how they work. Discuss.</p>	<p>"Use / combine designs from significant designers. Explain choices</p>	<p>Start with existing designs and develop improved ones. Evaluate the design of products and identify possible further changes to improve its performance</p>