

Burton Road Primary School & Hepp DT

Design Technology Progression Document

This document is an amalgamation of information taken from DATA and Hepp DT

EYFS - Key Skills	EYFS Early Learning Goals
<ul style="list-style-type: none"> • Explores what happens when they mix colours. • Experiments to create different textures. • Understands that different media can be combined to create new effects. • Manipulates materials to achieve a planned effect. • Constructs with a purpose in mind, using a variety of resources. • Uses simple tools and techniques competently and appropriately. • Selects appropriate resources and adapts work where necessary. • Selects tools and techniques needed to shape, assemble and join materials they are using. 	<ul style="list-style-type: none"> • They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design	Key Stage 1		Lower Key Stage 2		Upper Key Stage 2	
Understanding contexts, users and purposes	<ul style="list-style-type: none"> • work confidently within a range of contexts, such as imaginary, story-based, home, school, gardens, playgrounds, local community, industry and the wider environment • state what products they are designing and making • say whether their products are for themselves or other users • describe what their products are for • say how their products will work • say how they will make their products suitable for their intended users • use simple design criteria to help develop their ideas 		<ul style="list-style-type: none"> • work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment • describe the purpose of their products indicate the design features of their products that will appeal to intended users • explain how particular parts of their products work • gather information about the needs and wants of particular individuals and groups • develop their own design criteria and use these to inform their ideas 		<ul style="list-style-type: none"> • work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment • describe the purpose of their products • indicate the design features of their products that will appeal to intended users • explain how particular parts of their products work • carry out research, using surveys, interviews, questionnaires and web-based resources • identify the needs, wants, preferences and values of particular individuals and groups • develop a simple design specification to guide their thinking 	
Generating, developing, modelling and communicating ideas	<ul style="list-style-type: none"> • generate ideas by drawing on their own experiences • use knowledge of existing products to help come up with ideas • develop and communicate ideas by talking and drawing • model ideas by exploring materials, components and construction kits and by making templates and mock-ups • use information and communication technology, where appropriate, to develop and communicate their ideas 		<ul style="list-style-type: none"> • share and clarify ideas through discussion • model their ideas using prototypes and pattern pieces • use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas • use computer-aided design to develop and communicate their ideas • generate realistic ideas, focusing on the needs of the user • make design decisions that take account of the availability of resources 		<ul style="list-style-type: none"> • share and clarify ideas through discussion • model their ideas using prototypes and pattern pieces • use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas • use computer-aided design to develop and communicate their ideas • generate innovative ideas, drawing on research • make design decisions, taking account of constraints such as time, resources and cost 	
Make	Key Stage 1		Lower Key Stage 2		Upper Key Stage 2	
Planning	<ul style="list-style-type: none"> • plan by suggesting what to do next • select from a range of tools and equipment, explaining their choices • select from a range of materials and components according to their characteristics 		<ul style="list-style-type: none"> • select tools and equipment suitable for the task • explain their choice of tools and equipment in relation to the skills and techniques they will be using • select materials and components suitable for the task • explain their choice of materials and components according to functional properties and aesthetic qualities • order the main stages of making 		<ul style="list-style-type: none"> • select tools and equipment suitable for the task • explain their choice of tools and equipment in relation to the skills and techniques they will be using • select materials and components suitable for the task • explain their choice of materials and components according to functional aesthetic qualities • produce appropriate lists of tools, equipment and materials that they need • formulate step-by-step plans as a guide to making 	
Practical skills and techniques	<ul style="list-style-type: none"> • follow procedures for safety and hygiene • use a range of materials and components, including construction materials and kits, textiles, food ingredients and mechanical components • measure, mark out, cut and shape materials and components • assemble, join and combine materials and components • use finishing techniques, including those from art and design 		<ul style="list-style-type: none"> • follow procedures for safety and hygiene • use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components • measure, mark out, cut and shape materials and components with some accuracy • assemble, join and combine materials and components with some accuracy • apply a range of finishing techniques, including those from art and design, with some accuracy 		<ul style="list-style-type: none"> • follow procedures for safety and hygiene • use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components • accurately measure, mark out, cut and shape materials and components • accurately assemble, join and combine materials and components • accurately apply a range of finishing techniques, including those from art and design • use techniques that involve a number of steps • demonstrate resourcefulness when tackling practical problems 	
Evaluate	Key Stage 1		Lower Key Stage 2		Upper Key Stage 2	
Own ideas and products	<ul style="list-style-type: none"> • talk about their design ideas and what they are making • make simple judgements • about their products and ideas against design criteria • suggest how their products could be improved 		<ul style="list-style-type: none"> • identify the strengths and areas for development in their ideas and products • consider the views of others, including intended users, to improve their work • refer to their design criteria as they design and make • use their design criteria to evaluate their completed products 		<ul style="list-style-type: none"> • identify the strengths and areas for development in their ideas and products • consider the views of others, including intended users, to improve their work • critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make • evaluate their ideas and products against their original design specification 	
Existing products	<ul style="list-style-type: none"> • what products are • who products are for • what products are for • how products work • how products are used • where products might be used • what materials products are made from • what they like and dislike about products 		<ul style="list-style-type: none"> • how well products have been designed • how well products have been made • why materials have been chosen • what methods of construction have been used • how well products work • how well products achieve their purposes • how well products meet user needs and wants • who designed and made the products • where products were designed and made • when products were designed and made • whether products can be recycled or reused 		<ul style="list-style-type: none"> • how well products have been designed • how well products have been made • why materials have been chosen • what methods of construction have been used • how well products work • how well products achieve their purposes • how well products meet user needs and wants • how much products cost to make • how innovative products are • how sustainable the materials in products are • what impact products have beyond their intended purpose 	

Key events and individuals	Not a requirement in KS1	<ul style="list-style-type: none"> about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products 	
Technical Knowledge	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
Making products work	<ul style="list-style-type: none"> about the simple working characteristics of materials and components about the movement of simple mechanisms such as levers, sliders, wheels and axles how freestanding structures can be made stronger, stiffer and more stable that a 3-D textiles product can be assembled from two identical fabric shapes that food ingredients should be combined according to their sensory characteristics the correct technical vocabulary for the projects they are undertaking 	<ul style="list-style-type: none"> how to use learning from science to help design and make products that work how to use learning from mathematics to help design and make products that work that materials have both functional properties and aesthetic qualities that materials can be combined and mixed to create more useful characteristics that mechanical and electrical systems have an input, process and output the correct technical vocabulary for the projects they are undertaking how mechanical systems such as levers and linkages or pneumatic systems create movement how simple electrical circuits and components can be used to create functional products how to program a computer to control their products how to make strong, stiff shell structures that a single fabric shape can be used to make a 3D textiles product that food ingredients can be fresh, pre-cooked and processed 	<ul style="list-style-type: none"> how to use learning from science to help design and make products that work how to use learning from mathematics to help design and make products that work that materials have both functional properties and aesthetic qualities that materials can be combined and mixed to create more useful characteristics that mechanical and electrical systems have an input, process and output the correct technical vocabulary for the projects they are undertaking how mechanical systems such as cams or pulleys or gears create movement how more complex electrical circuits and components can be used to create functional products how to program a computer to monitor changes in the environment and control their products how to reinforce and strengthen a 3D framework that a 3D textiles product can be made from a combination of fabric shapes that a recipe can be adapted by adding or substituting one or more ingredients