



Northway Infant & Carrant Brook

Junior Schools

#togetherweSHINE



KS1 Design and Technology Progression Grid

Year Group: 1	Autumn	Spring	Summer
National Curriculum	Design - 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, textiles and ingredients, 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.		
Community Links	Gift biscuits to community.	Read stories to Pre-School.	Invite in Caterlink team.
Skills: Mastering Techniques	Textiles: Make a sock puppet - Explore puppets and the purpose of puppets - Understand how to join and combine 2 pieces of fabric - Designing puppet and create a template - Make and join puppet - Decorating my puppet - Evaluation of effectiveness of join	Mechanisms for moving parts: Making a moving picture book - Explore pop up books and how the pop ups move. - Observe and evaluate sliding products - side to side or up and down sliders? - Label a design to show where the moving parts will be (side to side or up and down or pop-up) - Cut materials safely using scissors (and/ or craft knife 1:1 adult support). - Make a picture(s), which matches the design criteria. - Evaluate the main strengths and weaknesses of their design and suggest alterations.	Cooking and Nutrition: Fruit and Vegetables - Cutting food safely using a knife - Talk about where ingredients come from - what is grown in the Northway Garden? (Vegetables) - Name places where fruit and vegetables grow - Understand and categorise healthy and unhealthy foods - Cut and peel vegetables to make soup - Cut and peel fruit to make a fruit salad - Compare and evaluate differences between fruit and veg - which did they prefer and why?
Cooking Progression	Make Christmas Bear Biscuits as a present for family. - Look at different teddy bear cutters - test out on playdough to see which ones they would like to use for their biscuits. - Look at a simple recipe - look at mixing the ingredients and cover hygiene routines when cooking. - When biscuits have been made, decide on packing (net shapes in Maths).	Make bread (Little Red Hen) - Talk about how flour is used in bread making. - Measure or weigh using measuring cups or electronic scales (link in Maths).	See above
Vocabulary	Template Design Evaluate Criteria Fabric Cutter Bake Mix Hygiene Safety	Sliders Mechanism Adapt Design Bake Mill Knead Rise Yeast	Ingredients Healthy Unhealthy Fruit Vegetables Peel Slice

Year Group: 2	Autumn	Spring	Summer
Community Links	Raise money for local charity – chutney sale.	Local Garage/Porsche Garage	Medieval Festival – shields.
Skills: Mastering Techniques	Moving parts: Levers and linkages • Explore mechanical and non-mechanical toys - compare and contrast. • Explore levers and linkages - split pin enables movement. • Recap What a slider is and how it allows movement (year 1) • Design a sea creature include materials needed and label moving parts and how they will work. • Make toy with a moving part (sea creature) • Make evaluations verbally	Mechanisms: Wheels and Axels • Explore moving vehicles- investigate to understand how they move • Explore and evaluate different fixed axles - what are wheels attached to/ how they are attached and where the wheels are placed. (identify what stops a wheel from turning) • Design a moving vehicle that includes functioning wheels, axles and axle holders. • Make a moving vehicle using a range of resources. • Judging panel in wacky races - which vehicles meet the criteria when testing out the cars	Structures: Hammers and nails (Outdoor Learning) • Explore a range of tools that can be used with wood e.g. hammer and saw • Learn how to safely use a saw • Learn how to safely use a hammer • Design a simple wooden structure for Outdoor Learning which can be join by nails • Amend and evaluate • Share their sculptures structures, explaining the joining techniques they have used Textiles: Medieval Shields • How to thread needles • How to join materials using needle and thread • Using a running stitch • Using a template to create • Make a shield • Decorate a shield
Cooking Progression	Making Chutney • Prepare ingredients for chutney • Find out where ingredients grow • Design labels for jars (sell to raise money for charity)	Cooking and Nutrition: Healthy Breakfast Bar • Explore what a balanced diet is • Taste test ingredients (protein, carbohydrates, fat) • Explore where ingredients come from • Make the healthy breakfast bar • Designing and making the bar • Evaluate the product	Making Damper bread for Forest School • Exploring what can be cooked on a fire • Collect sticks for cooking • Make damper bread and toast on campfire.
Vocabulary	Input/ Output Mechanical Design Criteria Lever Linkage	Protein Fat Carbohydrate Texture Wheel Axel Axel holder Dowel Evaluate Equipment	Hammer Structure Saw Nails Amend Evaluate Thread Needles Fabric Running stitch Template Shield