

Progression in Design and Technology Concepts

	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
DESIGN	Make things for a purpose	Designers think about users	Products have a user and purpose	Design criteria help products succeed	Designs improve through research	Designs meet specific needs	Refine design ideas	Products solve problems
MAKE	Explore materials	Use simple tools safely	Cut, shape and join	Select tools independently	Increase accuracy	Use wider range of tools	Combine techniques	Work with precision
EVALUATE	Talk about creations	Explain likes/dislikes	Evaluate products	Suggest improvements	Compare to criteria	Identify strengths/weaknesses	Justify decisions	Critically evaluate
MATERIALS	Materials feel different	Materials have purposes	Know common materials	Know properties	Select for function	Strengthen materials	Choice affects performance	Function and sustainability
STRUCTURES	Build structures	Structures stay upright	Strong joins and bases	Shapes strengthen	Purposeful structures	Triangulation	Frameworks strengthen	Meet design criteria
MECHANISMS	Explore moving toys	Objects move differently	Sliders and levers	Wheels and axles	Pneumatics	Linkages	Cams	Gears and pulleys
TEXTILES	Explore fabrics	Join fabrics	Cut and join textiles	Sew fabric	Different stitches	Strong seams	Reinforce textiles	Combine techniques
COOKING	Explore foods	Different tastes	Food hygiene	Healthy diet	Food sources	Seasonality	Nutrition	Balanced diet
TOOLS	Explore tools	Use simple tools	Name tools	Select tools	Use accurately	Use specialist tools	Independent use	Precision use

TECHNICAL KNOWLEDGE	Things can be made	Products designed by people	Material s chosen for reasons	Design-make- evaluate	Products have component s	Testing improves products	Design for users	Innovation improves products
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