



DT Skills Progression

		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design Inspiration	Aut		<ul style="list-style-type: none"> Explore objects to identify how they have been created. Explore objects and designs to identify likes and dislikes of designs 	•	•	•	•
	Spr	<ul style="list-style-type: none"> Explore objects to identify how they have been created. 	•	•	•	•	•
	Sum		<ul style="list-style-type: none"> Suggest improvements to existing designs 	<ul style="list-style-type: none"> Improve upon existing designs giving reasons for choices 	<ul style="list-style-type: none"> Disassemble products to understand how they work 	<ul style="list-style-type: none"> Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices 	<ul style="list-style-type: none"> Create innovative designs that improve upon existing products Evaluate the design of products so as to suggest improvements to the user experience
Food	Aut		<ul style="list-style-type: none"> To cut and grate ingredients safely and hygienically Measure or weigh using measuring cups or electronic scales. Assemble or cook ingredients. 	*Christmas craft day* <ul style="list-style-type: none"> Prepare ingredients hygienically using appropriate utensils. Measure ingredients to the nearest gram accurately. Follow a recipe. Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking) 	•	•	•
	Spr	<ul style="list-style-type: none"> To cut and grate ingredients safely and hygienically 		•	•	<ul style="list-style-type: none"> Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms). Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. Demonstrate a range of baking and cooking techniques. Create and refine recipes, including ingredients, methods, cooking times and temperatures 	
	Sum		•	•		•	•



DT Skills Progression

Materials, construction and mechanics	Aut		<ul style="list-style-type: none"> Sawing and hammering materials. Shaping materials using cutting and joining. Creating hinge joints. Cut materials safely using tools provided. Measure and mark out to the nearest centimetre. Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen) 	<ul style="list-style-type: none"> To make a product using mechanical components Use scientific knowledge of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears) 	<ul style="list-style-type: none"> *Christmas craft* Cut materials accurately Measure and mark out using units of measure Use appropriate cutting techniques Use appropriate joining techniques 	•	•	
	Spr	<ul style="list-style-type: none"> Create a product with movable levers or sliders 		•	•	•	•	•
	Sum	<ul style="list-style-type: none"> Use Materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products (raft) 	<ul style="list-style-type: none"> Create products using levers, wheels and winding mechanisms (space buggy) 	•	<ul style="list-style-type: none"> Choose suitable techniques to construct products or to repair items Strengthen materials using suitable techniques 	<ul style="list-style-type: none"> Convert rotary motion to linear using cams Use innovative combinations of electronics (or computing) and mechanics in product design 	<ul style="list-style-type: none"> *Coventry city college* Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape). Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper). Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding) 	
Textiles	Aut	<ul style="list-style-type: none"> *Christmas* Shape textiles using templates. 	<ul style="list-style-type: none"> *Christmas craft activity* Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). 	•	•	•	<ul style="list-style-type: none"> *Christmas craft* Create objects (such as a cushion) that employ a seam allowance. Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration). Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion). 	
	Spr		<ul style="list-style-type: none"> Join textiles using a running stitch (Holy Week link) 	•	•	•	•	
	Su m		•	<ul style="list-style-type: none"> Understand the need for a seam allowance. 	•	•	•	•



DT Skills Progression

				<ul style="list-style-type: none"> Join textiles with appropriate stitching. Select the most appropriate techniques to decorate textiles. 			
Electrical and electronics	Aut	Covered through Science topics				*Christmas design*	<ul style="list-style-type: none"> Create series and parallel circuits
	Spr						
Computing	Aut		•	•	•	•	•
	Spr		•	•	•	•	•
	Sum	<ul style="list-style-type: none"> Model designs using software. 	•	<ul style="list-style-type: none"> Control and monitor models using software designed for this purpose. 	•	<ul style="list-style-type: none"> Write code to control and monitor models or products. 	•
Communicating technologically	Aut		<ul style="list-style-type: none"> Design a product with a clear purpose. Refine designs as work progresses. Explore objects to identify how they have been created. Evaluate their products against design criteria. 	<ul style="list-style-type: none"> Design with purpose by identifying opportunities to design. Make products by working efficiently (such as by carefully selecting materials). Refine work and techniques as work progresses, continually evaluating the product design. 	<ul style="list-style-type: none"> Design with purpose by identifying opportunities to design. 	•	<ul style="list-style-type: none"> Design with the user in mind motivated by the service a product will offer
	Spr	<ul style="list-style-type: none"> Refine designs as work progresses. Evaluate their products against design criteria. 	•	•	•	•	•
	Sum	Use software to design	•	<ul style="list-style-type: none"> Use software to design and represent product design 	<ul style="list-style-type: none"> Make products by working efficiently (such as by carefully selecting materials). Refine work and techniques as work progresses, continually evaluating the product design. 	•	<ul style="list-style-type: none"> Ensure products have a high-quality finish, using art skills were appropriate Use prototypes, cross sectional diagrams and computer aided design to represent designs

*product may refer to a service offered