

## Design and Technology Progression

### Design and Technology Units of Study

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	1D <b>Structures</b> Homes	2B – <b>Textiles</b> Puppets	3D – <b>Structures</b> Photograph Frames	4A – <b>Structures/ Textiles</b> Money Containers  (4B – Mechanisms – moving cards)	5C - Control/ Mechanisms Moving Toys	6A – <b>Structures</b> Shelters
Spring	1A – <b>Mechanisms</b> Moving Pictures ( basic slider and one point lever)	2C – <b>Mechanisms</b> Structures Winding up	3C – Control Moving Monsters	4D – Control/ Electrical Alarms	5D – <b>Food</b> Biscuits	6C – Control/ Electrical Fairgrounds

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
RESEARCH	All design starts with looking at what is already out there and can be used as a basis to develop ideas from					
DESIGN	Purposeful, functional, appealing, design criteria, generate, develop, model, mock-ups		Research, develop, innovative, functional, appealing, sketches, cross-sectional diagrams, exploded diagrams, prototypes, pattern pieces, – Computer Aided Design (CAD)			
MAKE	Tools, materials, components, characteristics		Functional properties, aesthetic qualities			
EVALUATE	Evaluate, explore, existing, products, design criteria		Investigate, analyse			
TECHNICAL KNOWLEDGE	Stronger, stiffer, stable, mechanisms, levers, sliders, wheel, axles		Reinforce, complex, mechanical systems, gears, pulleys, cams, levers, linkages, series circuits, switches, bulbs/lamps, buzzers, motors, program, monitor, control			

				(4B – Mechanisms – moving cards)		
Summer	1C – <b>Food</b> Fruit and Vegetables (inc cooking and nutrition)	2A – <b>Mechanisms</b> Vehicles  (Plus elements of Food 1C and 3B to create a class picnic for completion of SATS)	3B – <b>Food</b> Sandwich Snacks	4C – Control/ Electrical Torches	5A – <b>Structures</b> Musical Instruments  5B – <b>Food</b> Pizza	Crash Test Vehicles  Egg Helmet In partnership Road Safety