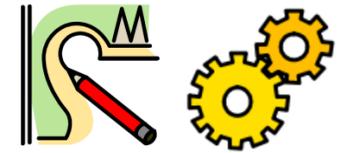




# Design and Technology



## Key Skills Progression by Area

Food Technology			
EYFS	KS1	LKS2	UKS2
Healthy eating, hygiene & food choices	Food origins, food groups, farmed, grown or caught?	Healthy diet, food as energy, food from around the world, fresh, pre-cooked or processed?	Seasonality, how food is processed, savoury dishes, contents of food and drink.
Use of one-handed tools: spoons, knives, forks, scissors and other cutlery items; Hold, pour, mix, roll, shape, sprinkle, collect	Practical cooking skills to prepare simple dishes: peel, grate and chop measure, cut, shape, assemble, combine	Practical cooking skills to prepare food using a table-top heat source: peel, grate, chop, slice, mix, spread, measure, cut, shape, assemble, combine, finish	Practical cooking skills to prepare food using an oven: peel, grate, chop, slice, mix, spread, knead, bake, adapting a recipe to change appearance, taste or texture
<b>How do you make a healthy snack? (Ice-lollies / skewers)</b>	<b>How do you make a healthy fruit or vegetable salad? (Nicoise Salad)</b>	<b>How do you design, make and evaluate a healthy hot snack? (Mexican Tortilla / Wrap)</b>	<b>How do you design, make and evaluate a healthy hot meal? (Soup &amp; bread)</b>

# Key Skills Progression by Area

Structures			
EYFS	KS1	LKS2	UKS2
Manage and move large items, carry equipment, explore texture	Make a model/prototype Make a free-standing structure	Create realistic, strong, stiff structures; select materials for function, properties and appearance	Reinforce & strengthen 3D frameworks; use of sustainable & renewable materials; demonstrate resourcefulness
Join different materials, snip paper, hold, press, glue, fold, use scissors competently and safely hold drawing tools with comfortable grip,	Assemble, join and combine materials; Know how to make it stronger; Measure, mark and cut out shapes Show finishing techniques	Assemble, join and combine component parts; measure, mark out, cut out and shape materials; Apply finishing techniques	Assemble, join and combine component parts; measure, mark out, cut out and shape materials; Accurately apply finishing techniques.
<b>How do you build and construct items? Make a junk model robot, Construct a roadway, Make an obstacle course, Complete a craft activity Building towers</b>	<b>How do you make a shell structure? (Animal Shelter) How do you make a free-standing structure? (Bridge Building)</b>	<b>How do you make a frame structure? (Suspension Bridge)</b>	<b>How do you make an engineering structure that can transport items? (Marble Run)</b>

# Key Skills Progression by Area

Mechanics			
EYFS	KS1	LKS2	UKS2
Explore different materials and their properties: colour, texture, form, function, changes, uses,	Know about the workings of different materials and components	Understand mechanical inputs, processes and outputs; Use science and maths to aid design.	Understand about ground breaking products and use a wide range of materials and component parts.
As for structures &... Use and explore toys / books that move: Items that have links, levers, sliders, wheels, wind up, pop up etc.	As for structures &... Create levers, sliders, wheels and axels; Move, fix, slide,	As for structures &... Create leavers, linkages and pneumatics systems to create functional and aesthetic products.	As for structures &... Create Cams, pulley and/or gear systems; Use a combination of materials and skills.
<b>How do you make an item move? (tweezers, grabbers, seesaws, hinges, catches, pop-up books, sliding puzzles, transport vehicles)</b>	<b>How do you make a moving picture card? (Christmas card)</b>  <b>How do you make a push / pull vehicle? (Emergency Vehicle)</b>	<b>How do you make a moving toy? (Pneumatic monster)</b>  <b>How do you make mechanical puppets? (Shadow Puppet)</b>	<b>How do you make a mechanical automata toy? (Automaton toy)</b>  <b>How do you make a toy that turns, lifts or moves? (Fairground Ride)</b>

# Key Skills Progression by Area

Electricals			
EYFS	KS1	LKS2	UKS2
N/A	N/A	Understand electrical inputs, processes and outputs; Know about electrical component parts.	Identify electrical inputs, processes and outputs; Know about more complicated electrical component parts.
Use and explore toys / items that light up, switch on/off or use batteries to develop awareness of electricity	Develop knowledge of items that use electricity and how they work.	Use component parts that assemble, join and combine to make a simple electrical circuit. Use computer programs & computer aided design;	Create component parts that assemble, join and combine to make a more complex electrical circuit. Use computer programs to monitor changes and control products.
N/A	N/A	<b>How do you make an electrical item? (Nightlight / torch)</b>	<b>How do you make a controlled electrical system (Control system)</b>

# Key Skills Progression by Area

Textiles			
EYFS	KS1	LKS2	UKS2
Understand what a range of textures and materials feel like to touch and use.	Understand that a 3D shape is made from two identical simple fabric shapes joined together.	Understand that fabric templates are used to create identical shapes to join together.	Understand that a 3D texture product is made from a combination of fabric shapes.
Weaving, sewing, threading, plaiting, lacing, glueing, collages, use of fabric pens	marking, cutting, assembling, joining, threading and combining (sewing) using a running stitch & over stitch.	measuring, marking, cutting, assembling, joining, threading and combining (sewing) using a running stitch, over stitch & back stitch	measuring, marking, cutting, assembling, joining, upcycling, threading and combining (sewing) using a running stitch, over stitch, back stitch & blanket stitch.
<b>How do you make a textile item? (Texture collages Threading &amp; lacing Story mats, Simple sewing, Patchwork projects)</b>	<b>How do you make a textile animal? (Textile animal)</b>	<b>How do you make a personal item using a template / pattern? (Purse / Wallet / Pencil case)</b>	<b>How do you make a personal item that combines materials? (Reading Cushion)</b>