



## Subject progression - D.T

During Design and Technology at Westbury, children are inspired to be creative and imaginative in their design. They will make products and solve real and relevant problems in a variety of contexts. Their skills will link with their knowledge in other subjects such as science, computing, art and maths. Pupil learn how to be safe, innovative and resourceful. Children are encouraged to take considered risk and develop a critical understanding of their tasks.

We follow The National Curriculum for design and technology which aims to ensure that all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

Concepts from Key stage 1 are taught in both Willow class and Sycamore class, and Key stage 2 in Sycamore and Oak class. Sycamore class has a mixture of both key stages which ensures progression and revising of skills and experiences suitable for the Year 2 and 3 children.

In Willow class, the non-statutory guidance from the Development Matters document has been used to enrich the DT in EYFS, these are shown in italics.



Westbury-on-Severn  
CE Primary School

## Subject progression - D.T

Design and Technology	Willow class – Year R and Year 1	Sycamore class - Year 2 and Year 3	Oak class - Year 4, Year 5, Year 6
<b>Cooking and nutrition</b>	<p>understand where food comes from</p> <p>prepare and cook a variety of predominantly savoury dishes</p>	<p>use the basic principles of a healthy and varied diet to prepare dishes</p> <p>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</p>	<p>understand and apply the principles of a healthy and varied diet</p> <p>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</p> <p>understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p>
<b>Design</b>	<p>design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>generate, develop, model and communicate their ideas through talking, drawing, and where appropriate, information and communication technology</p>	<p>Research and design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>generate, develop, model and communicate their ideas through templates, mock-ups and, where appropriate, information and communication technology</p>	<p>use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p>
<b>Evaluate</b>	<p>explore and evaluate a range of existing products</p> <p><i>Return to and build on their previous learning, refining ideas and developing their ability to represent them</i></p>	<p>explore and evaluate a range of existing products and materials.</p> <p>evaluate their ideas and products against design criteria</p>	<p>investigate and analyse a range of existing products</p> <p>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <p>understand how key events and individuals in design and technology have helped shape the world</p>



Westbury-on-Severn  
CE Primary School

## Subject progression - D.T

<p><b>Make</b></p>	<p>use a range of tools and equipment to perform practical tasks</p> <p><i>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</i></p> <p><i>Create collaboratively, sharing ideas, resources and skills.</i></p>	<p>select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <p>select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p>	<p>select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</p> <p>select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p>
<p><b>Technical knowledge</b></p>	<p>build structures, exploring how they can be made better</p> <p>explore and use mechanisms - wheels and axles - in their products.</p> <p><i>Explore different materials freely, to develop their ideas about how to use them and what to make.</i></p>	<p>build structures, exploring how they can be made stronger, stiffer and more stable</p> <p>explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p>	<p>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <p>understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</p> <p>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</p> <p>apply their understanding of computing to program, monitor and control their products.</p>