



DT Progression at Northstead CP School

	Cooking and Nutrition	Design, Make, Evaluate & Technical Knowledge	
EYFS	Autumn 2 weeks 5 and 6- Gingerbread in the DT kitchen	<p>ELG: Creating with materials</p> <ul style="list-style-type: none"> • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. • Share their creations, explaining the process they have used. • Make use of props and materials when role playing characters in narratives and stories. <p>ELG: Fine motor</p> <ul style="list-style-type: none"> • Use a range of small tools, including scissors, paintbrushes and cutlery. 	
Year 1	Food Technology: Teddy Bear's Picnic (Autumn 1)	Design Technology: Moving Pictures (Spring 1)	Design Technology: Homes (Summer 1)
	<ul style="list-style-type: none"> • Learn about different types of picnic food and where they have come from • Explore and taste different picnic food • Design and make a fruit skewer, using a design sheet, to take on a picnic • Make biscuits using a set of instructions • Evaluate their picnic food 	<ul style="list-style-type: none"> • Create a sliding mechanism • Use levers to create a moving mechanism • Investigate and create wheel mechanisms • Design a picture with a moving mechanism • Make a moving picture based on a design • Evaluate their moving picture 	<ul style="list-style-type: none"> • Explore different types of houses and identify shapes and features • Investigate how to join and combine shapes to make a house • Investigate ways of creating the interior features of a house • Design and create a house following their own design • Evaluate their finished product
Year 2	Food Technology: Perfect Pizzas (Autumn 2)	Design Technology: Vehicles (Spring 2)	Design Technology: Puppets (Summer 2)
	<ul style="list-style-type: none"> • Investigate favourite pizzas in the class • Examine, describe and categorise a variety of bread-based products and pizza toppings • Design, make and evaluate a balanced healthy pizza 	<ul style="list-style-type: none"> • Investigate a variety of vehicles and their uses and features • Investigate wheels, axles and chassis • Investigate ways of creating and decorating the body of a vehicle • Design and make a vehicle, based on a design • Evaluate their finished product 	<ul style="list-style-type: none"> • Investigate a range of puppets and their features • Work with fabric to create a finger puppet • Develop and practise sewing skills • Design and make a glove puppet, following a design • Evaluate their finished product
Year 3	Food Technology: Sandwich Snacks (Spring 1)	Design Technology: Photograph frames (Autumn 1)	Design Technology: Pencil Cases (Summer 1)

	<ul style="list-style-type: none"> • Know that food can be divided into different groups and that sandwiches can form part of a healthy diet • Taste a variety of different breads and sandwiches and examine flavours and textures • Design and plan a sandwich for a particular purpose • Create a healthy sandwich and evaluate their finished product 	<ul style="list-style-type: none"> • Investigate free standing structures and how they are made stable • Find different ways of strengthening and joining paper and card • Investigate ways of making stable free-standing structures • Design a photograph frame for a particular purpose • Make a stable photograph frame from a design • Evaluate their finished product 	<ul style="list-style-type: none"> • Investigate a range of pencil cases • Practise and compare sewing stitches • Investigate ways of opening and closing pencil cases • Sew embellishments to a piece of fabric • Design a pencil case • Make a pencil case based on their design • Evaluate their finished product
Year 4	Food Technology: Seasonal Foods (Spring 2) <ul style="list-style-type: none"> • Know and understand that some British foods are seasonal and some are available all year round • Know how seasonal fruits in Britain are grown and processed • Understand why vegetables form an important part of a healthy and varied diet • Find out about how seasonally produced meat can form part of a healthy diet and explore meat-alternatives • Know how fish are caught or reared, process and used in healthy meals • Create a dish using seasonal British ingredients and evaluate the finished product 	Design Technology: Storybooks (Autumn 2) <ul style="list-style-type: none"> • Investigate and evaluate products with lever and linkage systems • Experiment with a range of techniques to create moving mechanisms • Explore and experiment with a range of different fonts and graphic techniques • Plan and design a story book • Make a story book with moving mechanisms using a design • Evaluate the finished product 	Design Technology: Torches (Summer 2) <ul style="list-style-type: none"> • Identify the features of torches and investigate their uses • Investigate how to make an electrical circuit using different materials for switches • Investigate casings for a torch • Design a torch for a particular purpose • Make a torch to meet the design criteria • Evaluate the finished product
	Food Technology: Bread (Summer 1) <ul style="list-style-type: none"> • Investigate and evaluate bread products according to their characteristics • Learn how bread products are an important part of a balanced diet and can be eaten in different ways • Find out which different ingredients are needed to make bread and how ingredients can be altered and mixed to create different effects • Design a new bread product for a particular person or event 	Design Technology: Moving Toys (Spring 1) <ul style="list-style-type: none"> • Investigate toys with moving cam mechanisms • Investigate different types of cam mechanisms • Investigate ways of strengthening structures for a moving toy • Design a moving toy with a cam mechanism • Follow a design to create a moving toy with a cam mechanism • Evaluate their finished moving toy 	Design Technology: Fashion and Textiles (Autumn 1) <ul style="list-style-type: none"> • Investigate and analyse items made using textiles: the materials used and how they are made • Explore some ways in which textiles are joined and decorated • Design an item made using textiles, and draw pattern pieces • Use pattern pieces to measure, mark and cut fabric; the sew design elements according to a design • Join fabric pieces by hand sewing
Year 5	Food Technology: Bread (Summer 1) <ul style="list-style-type: none"> • Investigate and evaluate bread products according to their characteristics • Learn how bread products are an important part of a balanced diet and can be eaten in different ways • Find out which different ingredients are needed to make bread and how ingredients can be altered and mixed to create different effects • Design a new bread product for a particular person or event 	Design Technology: Moving Toys (Spring 1) <ul style="list-style-type: none"> • Investigate toys with moving cam mechanisms • Investigate different types of cam mechanisms • Investigate ways of strengthening structures for a moving toy • Design a moving toy with a cam mechanism • Follow a design to create a moving toy with a cam mechanism • Evaluate their finished moving toy 	Design Technology: Fashion and Textiles (Autumn 1) <ul style="list-style-type: none"> • Investigate and analyse items made using textiles: the materials used and how they are made • Explore some ways in which textiles are joined and decorated • Design an item made using textiles, and draw pattern pieces • Use pattern pieces to measure, mark and cut fabric; the sew design elements according to a design • Join fabric pieces by hand sewing

	<ul style="list-style-type: none"> • Make bread based on a plan and design • Evaluate the finished product 		<ul style="list-style-type: none"> • Sew hems on an item made using textiles and add design details • Evaluate the finished product
Year 6	Food Technology: Burgers (Summer 2)	Design Technology: Birdhouse builders (Autumn 2)	Design Technology: Fairground Rides (Spring 2)
	<ul style="list-style-type: none"> • Explore different types of burgers and their nutrition facts • Explore sauces for burgers • Explore burger buns and their suitability • Plan and design a burger to make • Design packaging and an advertisement flyer • Make a burger and evaluate the process 	<ul style="list-style-type: none"> • Investigate the purpose and appearance of bird houses • Investigate the materials and features of bird houses and how to draw diagrams • Investigate and practise woodwork skills • Design a bird house for a specific bird • Make a bird house by following a plan • Evaluate, make predictions and promote a completed bird house 	<ul style="list-style-type: none"> • Look at a range of existing fairground rides and investigate how they move • Investigate ways of using electrical motors to create rotating parts • Create prototype models to investigate stable frameworks • Design a fairground ride with a rotating part • Make a fairground ride following a design • Evaluate a finished product.

Vocabulary

	Cooking and Nutrition	Design, Make, Evaluate & Technical Knowledge	
EYFS			
Year 1 vocabulary	Picnic, origin, eat well, evaluate, product, skewer, hygiene, balanced diet, appropriate, ingredient, farmed,	Moving, picture, book, story, traditional, tale, lever, slider, pivot, wheel, push, pull, direction, up, down, left, right, evaluate, product	House, home, detached, semi-detached, terrace, bungalow, caravan, flat, join, materials, assemble, hinge, structure, interior, exterior, furniture, product
Year 2 vocabulary	Pizza, originate, research, toppings, Eatwell plate, healthy, balanced diet, protein, hygiene, food category, sourdough, baguette, pitta, tortilla, chorizo, design criteria, evaluation	Vehicle, transport, service, wheels, chassis, axle, body, success criteria, technique, bolt, washer, windscreen	Puppet, marionette, running stitch, evaluate, join, attach,
Year 3 vocabulary	Nutrition, carbohydrate, starchy foods, protein, vitamins, minerals, antioxidant, healthy, portion, criteria, preferences, review, wholemeal, texture,	Freestanding, frame, stable, sturdy, components, structure, strengthen, criteria, prototype	Running stitch, backstitch, whip stitch, embroidery, popper, press stud, toggle, fastening, embellishment, offcuts
Year 4 vocabulary	Seasonal, production, climate conditions, processed, preserved, savoury, vegetarian, overfish, small-scale, large-scale, trawler, creel, endangered, import, export, legumes	Mechanism, lever, linkage, components, graphics, font	Torch, components, purpose, circuit, conductor, switch, casing, client, brief, design criteria
Year 5 vocabulary	Origin, product, nutrition, analyse, calories, carbohydrate, accompaniment, yeast, chemical reaction, brief, plait	Cam mechanism (ellipse, snail, round, egg shaped, eccentric, hexagon), automata, linear movement, follower	Analyse, textiles, fashion, pattern pieces, hem, synthetic, natural, cotton, functional, decorative, seam allowance,

Year 6 vocabul ary	Nutrition, calories, protein, saturated fat, sodium, accompaniment, condiment, patties, analysis, component, marketing, branding, flyer	Names of uk birds, exploded diagram, precautions, dowelling rod, hand drill, balsa wood, sand paper, amendment, prospective buyer, durable	Mechanism, component, configuration, prototype, rotation, pulley and belt system, manipulate,
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