| Subject: DESIGN \& TECHNOLOGY |  |  |  |  |  |
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| Knowledge \& Skills Progression |  |  |  |  |  |
|  |  | Nursery | Reception |  | Year 2 |
|  |  | Everyday products, such as cups, plates and spoons are designed to help us. <br> Name and explore a range of everyday products and explore how things work. | Everyday products are objects that we use every day. These objects have a specific use. <br> Name and explore a range of everyday products and begin to talk about how they are used. | Everyday products are objects that are used routinely at home and school, such as a toothbrush, cup or pencil. All products are designed for a specific purpose. <br> Name and explore a range of everyday products and describe how they are used. | Products can be improved in different ways, such as making them easier to use, more hardwearing or more attractive. <br> Explain how an everyday product could be improved. <br> greetings card |
|  | $\begin{aligned} & \stackrel{0}{5} \\ & \text { N } \\ & \text { O. } \\ & \text { I } \\ & \text { © } \end{aligned}$ | It is important to listen to adults and follow simple rules and procedures when using equipment and tools. <br> Show an understanding that tools and equipment need to be used safely and collaborate with others when moving large equipment. | Rules keep us safe when using equipment. Safety rules include always listening carefully and following simple instructions, using equipment only for the tasks they are designed for and washing hands before touching food. <br> Follow rules and instructions to keep safe. | Rules are made to keep people safe from danger. Safety rules include always listening carefully and following instructions, using equipment only as and when directed, wearing protective clothing if appropriate and washing hands before touching food. <br> Follow the rules to keep safe during a practical task. | Hygiene rules include washing hands before handling food, cleaning surfaces, tying long hair back, storing food appropriately and wiping up spills. <br> Work safely and hygienically in construction and cooking activities. $\square$ <br> equipment $\square$ safety |
| Processes | I 恴 U U | Batteries power some objects. A switch turns them off and on. <br> Explore battery-powered objects using switches to turn them off and on. | Many appliances at home and school need electricity to work. The appliances need to be attached to electricity through a plug and socket, or use batteries. <br> Identify products that use electricity to make them work. | Electricity is a form of energy. Many household appliances use electricity, such as kettles, televisions and washing machines. They can be switched on by completing the circuit to allow the flow of electricity or off by breaking the circuit to prevent electricity from flowing. This can be a switch on the appliance or a wall socket switch. <br> Identify products that use electricity to make them work and describe how to switch them on and off. | A series circuit is made up of an energy source, such as a battery or cell, wires and a bulb. The circuit must be complete for the electricity to flow. <br> Create an operational, simple series circuit. |


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|  |  | Vehicles and ride-on toys have wheels to help them move. <br> Explore, build and play with a range of resources and construction kits with wheels. | Vehicles and machines have wheels and axles to help them move. <br> Explore, build and play with a range of resources and construction kits with wheels and axles. | An axle is a rod or spindle that passes through the centre of a wheel to connect two wheels. <br> Use wheels and axles to make a simple moving model. <br> axle <br> chassis <br> connect <br> move <br> roll <br> wheel | A mechanism is a device that takes one type of motion or force and produces a different one. A mechanism makes a job easier to do. Mechanisms include sliders, levers, linkages, gears, pulleys and cams. <br> Use a range of mechanisms (levers, sliders, wheels and axles) in models or products. |
| Creativity |  | Develop their own ideas and explore a variety of resources, including blocks and construction kits to create 'small worlds' and objects linked to their interests. | Create collaboratively, share ideas and use a variety of resources to make products inspired by existing products, stories or their own ideas, interests or experiences. | Design criteria are the explicit goals that a project must achieve. <br> Create a design to meet simple design criteria. <br> design criteria <br> drawing <br> frame <br> material <br> plan <br> purpose <br> shape <br> size <br> function <br> idea <br> label <br> diagram | Ideas can be communicated in a variety of ways, including written work, drawings and diagrams, modelling, speaking and using information and communication technology. <br> Generate and communicate their ideas through a range of different methods. <br> design <br> design criteria <br> ingredient <br> drawing <br> label <br> method <br> picture $\square$ test <br> labelled diagram <br> plan <br> sketch <br> bag tag |
|  | ¢ | Different materials can be used for construction. They have different properties. <br> Make simple structures using a range of materials. | Different materials have different properties and can be used for different purposes. <br> Construct simple structures and models using a range of materials. | Different materials can be used for different purposes, depending on their properties. For example, cardboard is a stronger building material than paper. Plastic is light and can float. Clay is heavy and will sink. <br> Construct simple structures, models or other products using a range of materials. | Structures can be made stronger, stiffer and more stable by using cardboard rather than paper and triangular shapes rather than squares. A broader base will also make a structure more stable. <br> Explore how a structure can be made stronger, stiffer and more stable. <br> construct <br> frame <br> join <br> joint <br> stable <br> stiff <br> strengthen |
|  |  | Seek support from adults to use digital devices to create a digital record of their creations. | Digital devices can be used to share information about creations with others. <br> Use digital devices to take digital images or recordings of their creations to share with others. | Computer-aided design is when computers are used to help design products. It has advantages over paper design in that it will show how finished products will look. Different colours and textures can also be trialled. <br> Use design software to create a simple plan for a design. | Computer software can be used to help design or plan a product. Advantages include identifying and solving problems before the product is made and experimenting with different materials and colours. Labels can be added to designs for clarity. <br> Use design software to create a simple labelled design or plan. |


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|  |  | Tools have different purposes. For example, scissors are used for cutting and glue is used for sticking. <br> Explore simple tools within practical tasks and experiment with joining materials. | Different tools are needed for different tasks. For example, pencils and paper are needed for drawing pictures. <br> Choose and explore appropriate tools for simple practical tasks. | Specific tools are used for particular purposes. For example, scissors are used for cutting and glue is used for sticking. <br> Select the appropriate tool for a simple practical task. <br> chop <br> grate <br> grater <br> knife <br> peel <br> peeler <br> slice <br> tear <br> mash <br> masher <br> attach <br> evaluate <br> strong | Different tools have characteristics that make them suitable for specific purposes. For example, scissors are used for cutting paper because they have sharp, metal blades that can cut through thin materials. <br> Select the appropriate tool for a task and explain their choice. |
|  |  | Different aspects of designing and making can be discussed with others. <br> Share their creations with others and respond to questions and suggestions about how it was made. | Recognise that it is possible to change and alter their designs and ideas as they are making them. <br> Adapt and refine their work as they are constructing and making. | A strength is a good quality of a piece of work. A weakness is an area that could be improved. <br> Talk about their own and each other's work, identifying strengths or weaknesses and offering support. <br> change <br> criteria <br> difficulty <br> evaluate <br> evaluation <br> strength <br> weakness <br> improve <br> success | Finished products can be compared with design criteria to see how closely they match. Improvements can then be planned. <br> Explain how closely their finished products meet their design criteria and say what they could do better in the future. <br> change <br> dislike <br> evaluate <br> evaluation <br> improve <br> like <br> success <br> design criteria <br> strength <br> product <br> successful <br> weakness |
| $\begin{aligned} & \frac{n}{\pi} \\ & \frac{\pi}{0} \\ & \stackrel{0}{0} \end{aligned}$ | D E 0. 0.0 0 0 0 0 0 0 |  |  | Scissors are used to cut fabrics. Glue and simple stitches, such as running stitch, can be used to join fabrics. Running stitch is made by passing a needle in and out of fabric at an even distance. <br> Cut and join textiles using glue and simple stitches. <br> join <br> running stitch <br> stitch | A running stitch is a basic stitch that is used to join fabric. It is made by passing a needle in and out of fabric at an even distance. <br> Use different methods of joining fabrics, including glue and running stitch. $\square$ fabric $\square$ <br> fasten <br> glue <br> join <br> needle <br> running stitch <br> sew <br> stitch <br> textile <br> thread |
|  | Materials for purpose | Explore and choose freely from a variety of materials when making. | Different materials are suitable for different purposes, such as construction kits for modelling and ingredients for baking. <br> Select appropriate materials when constructing and making. | Different materials are suitable for different purposes, depending on their specific properties. For example, glass is transparent, so it is suitable to be used for windows. <br> Select and use a range of materials, beginning to explain their choices. <br> brick <br> construction <br> fabric <br> rope <br> stick <br> material <br> purpose <br> wooden cane | Different materials are suitable for different purposes, depending on their specific properties. For example, glass is transparent, so it is suitable to be used for windows. <br> Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect. <br> material <br> property <br> use <br> stiff <br> decorative <br> embellishment <br> fabric <br> material <br> textile <br> card <br> material <br> metal <br> plastic |



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| $\begin{aligned} & \text { C} \\ & \text { M } \\ & \text { No } \\ & \text { E } \\ & 0 \end{aligned}$ | Share their creations with others and begin to notice how the work of others is the same or different to their own. | Aspects of designing and making can be compared with others, including inspiration for making a product and the tools and techniques used. <br> Describe what, why and how something was made and compare with others. | Two products can be compared by looking at a set of criteria and scoring both products against each one. <br> Describe the similarities and differences between two products. <br> compare <br> difference <br> similarity <br> different <br> similar | Products can be compared by looking at particular characteristics of each and deciding which is better suited to the purpose. <br> Compare different or the same products from the same or different brands. <br> compare <br> design <br> different <br> landmarks <br> motif <br> same <br> spots <br> stripes |
| © © © © © | Important products are those that help people. <br> Begin to talk about important products. | Some products are significant because they have changed the way people live their lives. <br> Explore significant products. | The importance of a product may be that it fulfils its goals and performs a useful purpose. <br> Describe why a product is important. <br> product <br> taxi <br> transport <br> vehicle | Many key individuals have helped to shape the world. These include engineers, scientists, designers, inventors and many other people in important roles. <br> Explain why a designer or inventor is important. <br> brand <br> Cath Kidston <br> distinctive <br> fashion <br> homeware designer <br> inspire <br> textile <br> vintage |

