

Design and Technology Skills Progression

	2 year olds	3/4 year olds	Reception	Year 1	Year 2
Design	<p>Explore texture of different materials</p> <p>Explore textures using sensory play</p>	<p>Create picture recipe cards</p>	<p>Begin to design puppets and create them following the design</p> <p>Create recipes</p> <p>Explore flavours</p>	<p>Learning the importance of a clear design criteria. Including individual preferences and requirements in a design. Using templates</p> <p>Designing for a given audience</p>	<p>Generating and communicating ideas using sketching and modelling.</p> <p>Learning about different types of structures, found in the natural world and in everyday objects.</p> <p>Designing for a specific audience in accordance with a design criteria.</p>
Make	<p>Threading shoelaces</p> <p>Combine materials using glue and tape</p> <p>Tear different materials</p> <p>Cut different materials using training scissors</p> <p>Pretend play in the mud kitchen</p>	<p>Threading – more complex</p> <p>Use training scissors, progressing to child scissors (paper, card, foil, plastic, tissue paper)</p> <p>Junk model</p> <p>Begin to thread a large needle (plastic)</p>	<p>Threading – more complex</p> <p>Create a simple knot</p> <p>Thread a needle (chunky metal)</p> <p>Combine fabric with a running stitch</p> <p>Combine fabric with a blanket stitch</p> <p>Describe patterns</p>	<p>Making stable structures from card, tape and glue, Learning how to turn 2D nets into 3D structures. Following instructions to cut and assemble the supporting structure of a windmill. Making functioning turbines and axles which are assembled into a main supporting structure. Cutting fabric neatly with scissors.</p>	<p>Making a structure according to design criteria.</p> <p>Creating joints and structures from paper/card and tape. Building a strong and stiff structure by folding paper. Selecting and cutting fabrics for sewing. Decorating a pouch using fabric glue or running stitch.</p>

		<p>Use Binca fabric to begin sewing a running stitch</p> <p>Use a bread maker to observe baking bread</p> <p>Develop skills of measuring pouring, mixing, comparing</p> <p>Taste food</p> <p>Pretend play in the mud kitchen</p>	<p>Explore stitches</p> <p>Start with Binca and progress to different fabric</p> <p>Cut different fabric</p> <p>Follow recipes</p>	<p>Using joining methods to decorate a puppet. Sequencing steps for construction</p> <p>Following a design to create moving models that use levers and sliders.</p> <p>Adapting mechanisms, when: they do not work as they should.</p> <p>to fit their vehicle design.</p> <p>to improve how they work after testing their vehicle.</p>	<p>Threading a needle. Sewing running stitch, with evenly spaced, neat, even stitches to join fabric.</p> <p>Neatly pinning and cutting fabric using a template.</p> <p>Making linkages using card for levers and split pins for pivots.</p> <p>Experimenting with linkages adjusting the widths, lengths and thicknesses of card used.</p> <p>Cutting and assembling components neatly.</p> <p>Selecting materials according to their characteristics.</p> <p>Following a design brief.</p>
Evaluate	Say what they like	<p>Say how they have made something</p> <p>Say what they like/dislike</p> <p>Make choices, allow mistakes and reflect</p>	<p>Explain how they made it using first, next, then</p> <p>Reflect on their creations and begin to think about what they could do better</p> <p>Discuss their likes and dislikes</p>	<p>Evaluating a windmill according to the design criteria, testing whether the structure is strong and stable and altering it if it isn't.</p> <p>Suggest points for improvements.</p> <p>Reflecting on a finished product, explaining likes and dislikes.</p>	<p>Exploring the features of structures. Comparing the stability of different shapes.</p> <p>Testing the strength of own structures.</p> <p>Identifying the weakest part of a structure.</p> <p>Evaluating the strength, stiffness and stability of own structure.</p>



		Experiment with recipes and learn from mistakes	Sensitively share their opinion of someone else's work	Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed. Reviewing the success of a product by testing it with its intended audience.	Troubleshooting scenarios posed by teacher. Evaluating the quality of the stitching on others' work. Discussing as a class, the success of their stitching against the success criteria. Identifying aspects of their peers' work that they particularly like and why. Evaluating own designs against design criteria. Using peer feedback to modify a final design.
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