



Design and Technology Progression Map

Subject Leader: Mrs McDonald

	Nursery	Reception	Year 1	Year 2
Design	<p>Talk about what they are going to make and begin to talk about what it is and how they've made it</p> <p>Discuss with an adult a step by step plan for making something of their choice</p>	<p>Talk about what they are going to make and how they are going to make it</p> <p>Discuss a step by step plan for making</p> <p>Begin to draw representations of what their design will look like</p> <p>Identify the materials they will need to make their design</p>	<p>Understand what a product is and how to go about making it</p> <p>Draw what designs might look like</p> <p>Create a prototype of their design</p>	<p>Adapt designs based on the target audience or brief (i.e. making a recipe healthier and more nutritious)</p> <p>Discuss and construct a prototype of their design; considering any adaptations needed</p> <p>Make templates for design and record any adaptations needed to fulfil the design brief</p>
Make	<p>Combine a range of materials</p> <p>Choose materials based on their properties and children's likes and dislikes</p> <p>Create models using a variety of 2D and 3D materials</p>	<p>Combine materials to achieve a planned effect</p> <p>Choose materials based on their properties and children's likes and dislikes or a character's needs</p> <p>Create models using a variety of 2D and 3D materials and talk about why they have used those particular materials</p>	<p>Selecting fabrics and materials to sew</p> <p>Use running and cross stitch to join fabrics together to make a puppet</p> <p>Create a moving picture and choose the most suitable mechanism and materials to reflect their design</p> <p>Investigate different cutting techniques – including fringing, slot, I-brace and tabs</p>	<p>Create models of poppies using a range of tools and equipment; cutting, shaping, joining using a variety of techniques including slip, grooves and cross hatching</p> <p>Select ingredients to make a nutritious meal using the main food groups</p> <p>Select the most suitable materials to create a replica of a space buggy and discuss why these materials were selected</p>

Evaluate	<p>Talk about what is good about the thing they have made. Give positive feedback to others about their designs</p>	<p>Talk about what they like about the product they have made using more advanced vocabulary</p> <p>Identify ways to improve on their design</p>	<p>Evaluate their product against their original design criteria</p> <p>Evaluate existing products and identify likes and dislikes about them</p>	<p>Express an opinion about a product they have made and how they could make it better</p> <p>Express an opinion about an existing product and suggest adaptations that could improve the product</p> <p>Give constructive feedback about other people's products</p> <p>Evaluate their product against their original design criteria</p>
Technical Knowledge	<p>Use different joining methods including glue, sellotape, masking tape, split pins and staples</p> <p>Know different joining methods including hole punch and staple</p>	<p>Use and know different joining methods including hole punch, treasury tags and staples</p> <p>Use paper techniques such as tearing, cutting and ripping</p>	<p>Use pivots, sliders and winding mechanisms to create a moving picture</p> <p>Explain why that mechanism is most suitable for that product</p> <p>Explore how to make structures more stable when making a home</p> <p>Use and know different joining methods such as flange, tab, slit slot and split pins as well as paper techniques (spiral, curl, roll, cylinder fringe and a cone)</p>	<p>Use wheels and axles to create a space vehicle</p> <p>Explore how to make structures stiffer and stronger</p> <p>Use and know different joining methods and choose the most effective joining method for the project/design</p>