



DT Knowledge and skills progression

	EYFS	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
Food	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	Savoury fruit/ veg Know basic hygiene for cooking Know names of fruit/ veg and that they are grown Use utensils to cut, squeeze and grate	Savoury fruit/ veg Know what a balanced diet looks like Know names of fruit/ veg and how they are grown Use utensils to peel and slice	Sweet option Know how a basic recipe can be changed by adding other ingredients Mix or rub in ingredients	Bread Know how a basic recipe can be changed by adding other ingredients Make dough by kneading	Cultural Know where food has come from	Seasonal Understand how food grows in seasons
Mechanisms		Sliders and Levers Make a slider and lever to produce movement	Wheels and Axles Make sets of moving wheels using fixed and free axles	Levers and linkages Make moving parts using a lever and linkage with fixed and loose pivots		Cams Make a moving item using cams	
Structures		Freestanding structures Use a variety of materials to create a free standing structure Find ways to make it stronger and more stable		Shell structures Design and make a net to create a shell structure		Frame structures Create frame structures Use a variety of materials for joints and know how to strengthen them	
Textiles			Templates and Joining Use a template to create pattern pieces Use types of joining – running stitch/ over-stitch, stapling		2D shape to 3D product Create a pattern for a product Use a range of joining techniques		Combining different fabric shapes Use patterns, types of joins and decoration to create a textile product
Electrical					Simple switches and circuits Make simple switches to use in a circuit		Electrical systems Create an electrical system using switches/ lights/ buzzers within a real context
Market Research, Evaluate Existing Products (MR EEP) Focused Practical Task (FPT)			State what the product is, who it is for, how it will work Explore existing products Generate their own ideas by drawing and talking Plan what to do Use a range of materials and components Measure, mark out, cut, shape, join materials Use finishing techniques		Describe the purpose and features of their product Evaluate existing products Use annotated drawings to plan their product Explain their choice of materials and techniques Measure, mark out, cut, shape, join materials with some accuracy Use finishing techniques with some accuracy Refer to their design to evaluate their product		Develop a design specification for their product Evaluate existing products Use annotated drawings to plan their product Model their ideas using mock-ups and prototypes Explain their choice of materials and techniques Accurately measure, mark out, cut, shape, join materials Use finishing techniques accurately

		Say what they are making Suggest how it could be improved		Use their design and the viewpoints of others to evaluate their product
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