Larchwood Primary School

DT Progression

EYFS
ELG 16 - Exploring and using media and materials Use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. **ELG 17 - Being imaginative** Use what they have learnt about media and materials in original ways, thinking about uses and purposes. Represent their own ideas, thoughts and feelings through design and technology.

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To master practical skills - materials	Cut materials safely using tools provided. Measure and mark out to the nearest centimetre (with support). Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Demonstrate a range of joining techniques (such as gluing and combining materials to strengthen).	Measure and mark out to the nearest centimetre Demonstrate more confidently a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).	Cut materials accurately and safely by selecting appropriate tools with guidance. Measure and mark out to the nearest millimetre (with support). Apply appropriate cutting and shaping techniques. Select appropriate joining techniques.	Cut materials accurately and safely by selecting appropriate tools. Measure and mark out to the nearest millimetre. Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material such as slots or cut outs. Select appropriate joining techniques.	Cut materials with precision and refine the finish with appropriate tools. Show an understanding of the qualities of materials to choose appropriate tools to cut and shape.	Cut materials with precision and refine the finish with appropriate tools. Justify the choice of appropriate tools to cut and shape.

To master practical skills - Textiles	Shape textiles using templates. Join textiles using running stitch.		Join textiles with appropriate stitching. Select the most appropriate techniques to decorate textiles.	Understand the need for a seam allowance. Join textiles with appropriate and secure stitching. Select the most appropriate techniques to decorate textiles.	Create objects that allow a seam allowance. Join textiles with a combination of stitching techniques such as back stitch. Cut materials with precision and refine the finish with appropriate tools.	
To master practical skills - Electronics				Create series and parallel circuits.		
To master practical skills - Computing					Begin to write code to control and monitor models or products.	Build on writing code to control and monitor models or products.
To master practical skills - Construction	Practise gluing materials to make and strengthen products.	Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.	Choose suitable techniques to construct products or to repair items. Begin to use techniques to strengthen materials.	Choose suitable techniques to construct products or to repair items. Strengthen materials using suitable techniques.	Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding).	Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding).
To master practical skills - Mechanics	Create products using levers and wheels	Create products using levers, wheels and winding mechanisms.		Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms etc.)	Convert rotary motion to linear using cams.	Convert rotary motion to linear using cams.

To master practical skills - Cooking	Cut and peel ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales. Assemble or cook ingredients.	Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales. Assemble or cook ingredients.	Prepare ingredients hygienically using appropriate utensils. Measure some ingredients to the nearest gram accurately. Follow a recipe (as a guided group). Assemble or cook ingredients (controlling temperature of the oven or hob).	Prepare ingredients hygienically using appropriate utensils. Measure ingredients to the nearest gram accurately. Follow a recipe. Assemble or cook ingredients (controlling temperature of the oven or hob).	Measure accurately. Demonstrate a range of baking and cooking techniques. Create and refine recipes, including ingredients and methods.	Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. Demonstrate a range of baking and cooking techniques. Create and refine recipes, including ingredients, methods, cooking times and temperatures.
To design, make, evaluate and improve	Make products, refining the design as work progresses.	Design products that have a clear purpose and an intended user. Make products, refining the design as work progresses.	Design with purpose and to a brief. Make products by working efficiently (such as by carefully selecting materials).	Design with purpose by identifying opportunities to design. Make products by working efficiently (such as by carefully selecting materials). Refine work and techniques as work progresses, continually evaluating the product design.	Design with the user in mind, motivated by the service a product will offer, rather than simply for profit. Make products through stages of prototypes. Ensure products have a high quality finish, using art skills.	Design with the user in mind, motivated by the service a product will offer, rather than simply for profit. Make products through stages of prototypes, making continual refinements. Ensure products have a high quality finish, using art skills where appropriate. Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.

To take inspiration from design throughout history	Explore objects and designs to identify likes and dislikes of the designs. Suggest improvements to existing designs.	Explore objects and designs to identify likes and dislikes of the designs. Suggest improvements to existing designs. Explore how products have been created.	Identify some of the great designers in all of the areas of study. Improve upon existing designs, giving reasons for choices.	Identify some of the great designers in all of the areas of study. Improve upon existing designs, giving reasons for choices. Disassemble products to understand how they work	Combine elements of design from a range of inspirational designers throughout history. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements.	Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements linked to the purpose of the product.