

Design and Technology Skills Progression

Year 6	Use cross-sectional diagrams in design, Calculate the amount of materials needed and use this to estimate cost, measure and cut out in precise detail, and make sure that products have a high-quality finish (sanding and varnishing), use multiple components in electrical circuits, know that the environment and climate impacts on food production, choices and costs.
Year 5	Use CAD software in design, measure accurately using different equipment, make stable and strong joins in structures, make improvements from design suggestions, to know about seasonality in food (e.g how ingredients are grown, reared and caught)
Year 4	Produce more than one design, measure accurately to mm, add electricity to create motion and make light, refine their designs through their own reflection and the evaluation of others, know and understand the correct storage and handling of ingredients.
Year 3	Make increasing use of ICT to plan ideas, use accurate measuring (cm and g), plan a sequence of actions to make a product, begin to use mechanical systems (e.g levers and pulleys), recognise what has gone well and suggest further improvements, know that a healthy diet is made from a variety of foods and drinks
Year 2	Draw pictures with labels that explains what they will do and materials that they need, select tools and materials appropriate to the job, recognise what they have done well and talk about what could be improved, make structures stiffer, stronger and more stable, know the 5 food groups
Year 1	Describe what they want to do using pictures and words, use scissors or a knife to cut, know about basic hygiene and safety, use simple terms to talk about their own and others' work, know where basic foods come from (e.g milk from a cow), build simple structures
EYFS	Talk about what they want to make. Make models randomly Be excited about what they have made