



Stratford Upon Avon Primary School

FS, KS1 and KS2 Progression of Skills – Design and Technology – Skills, Knowledge and Understanding

Based on the National Curriculum for KS1, KS2 and EYFS objectives/ Early Learning Goal as set out in Development Matters

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Everyday products	Everyday products are objects that are used routinely at home and school, such as a toothbrush, cup or pencil. Name and explore a range of everyday products and describe how they are used.	Everyday products are objects that are used routinely at home and school, such as a toothbrush, cup or pencil. All products are designed for a specific purpose. Explain how an everyday product could be improved.	Products can be improved in different ways, such as making them easier to use, more hardwearing or more attractive. Explain how an existing product benefits the user.	Particular products have been designed for specific tasks, such as nail clippers, the spinning top and the cool box. Explain how an existing product benefits the user.	Design features are the aspects of a product's design that the designer would like to emphasise, such as the use of a particular material or feature that makes the product easier to use or more durable. Investigate and identify the design features of a familiar product.	Culture is the language, inventions, ideas and art of a group of people. A society is all the people in a community or group. Culture affects the design of some products. For example, knives and forks are used in the western world, whereas chopsticks are used mainly in China and Japan. The design of products needs to take into account the culture of the target audience. For example, colours might	People's lives have been improved in countless ways due to new inventions and designs. For example, the Morrison shelter, designed by John Baker in 1941, was an indoor air-raid shelter used in over half a million homes during the Second World War. It saved the lives of many people caught in bombing raids. Analyse how an invention or product has significantly changed or improved people's lives.



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						mean very different things in different cultures. Explain how the design of a product has been influenced by the culture or society in which it was designed or made.	
Staying safe	Rules are made to keep people safe from danger. Safety rules include always listening carefully and following instructions and holding equipment correctly and safely.	Rules are made to keep people safe from danger. Safety rules include always listening carefully and following instructions, using equipment only as and when directed, wearing protective clothing if appropriate and washing hands before touching food. Follow the rules to keep safe	Hygiene rules include washing hands before handling food, cleaning surfaces, tying long hair back, storing food appropriately and wiping up spills. Work safely and hygienically in construction and cooking activities.	Electrical appliances must only be used under the supervision of an adult. Safety rules must also be followed when using electricity: fingers and other objects must not be put into electrical outlets, anything with a cord or plug should never be used around water and a plug should never be	Work safely with everyday chemical products under supervision, such as disinfectant hand wash and surface cleaning spray.	Safety features are often incorporated into products that might cause harm. Some examples include the child-safety caps on medicine bottles, seatbelts in cars, covers for electrical sockets and finger guards on doors. Explain the functionality and purpose of safety features on a range of products.	



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		during a practical task.		pulled out by its cord. Use appliances safely with adult supervision.			
Mechanisms and Movement	An axle is a rod or spindle that passes through the centre of a wheel to connect two wheels.	An axle is a rod or spindle that passes through the centre of a wheel to connect two wheels. Use wheels and axles to make a simple moving model.	A mechanism is a device that takes one type of motion or force and produces a different one. A mechanism makes a job easier to do. Mechanisms include sliders, levers, linkages, gears, pulleys and cams. Use a range of mechanisms (levers, sliders, wheels and axles) in models or products.	Levers consist of a rigid bar that rotates around a fixed point, called a fulcrum. They reduce the amount of work needed to lift a heavy object. Sliders move from side to side or up and down, and are often used to make moving parts in books. Axles are shafts on which wheels can rotate to make a moving vehicle. Cams are devices that can convert circular motion into up-and-down motion. Explore		Pneumatic systems use energy that is stored in compressed air to do work, such as inflating a balloon to open a model monster's mouth. These effects can be achieved using syringes and plastic tubing. Use mechanical systems in their products, such as pneumatics.	Mechanical systems can include sliders, levers, linkages, gears, pulleys and cams. Other mechanisms include pneumatics and hydraulics. Explain and use mechanical systems in their products to meet a design brief.



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				and use a range of mechanisms (levers, sliders, axles, wheels and cams) in models or products.			
Generation of ideas	Create a design to meet a basic criteria.	Design criteria are the explicit goals that a project must achieve. Create a design to meet simple design criteria.	Ideas can be communicated in a variety of ways, including written work, drawings and diagrams, modelling, speaking and using information and communication technology. Generate and communicate their ideas through a range of different methods.	Design criteria are the exact goals a project must achieve to be successful. These criteria might include the product's use, appearance, cost and target user. Develop design criteria to inform a design.	Annotated sketches and exploded diagrams show specific parts of a design, highlight sections or show functions. They communicate ideas in a visual, detailed way. Use annotated sketches and exploded diagrams to test and communicate their ideas.	A pattern piece is a drawing or shape used to guide how to make something. There are many different computer-aided design packages for designing products. Use pattern pieces and computer-aided design packages to design a product.	Design criteria should cover the intended use of the product, age range targeted and final appearance. Ideas can be communicated in a range of ways, including through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Develop design criteria for a functional and



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							appealing product that is fit for purpose, communicating ideas clearly in a range of ways.
Structures	Different materials can be used for different purposes. Children to explore different materials.	Different materials can be used for different purposes, depending on their properties. For example, cardboard is a stronger building material than paper. Plastic is light and can float. Clay is heavy and will sink. Construct simple structures, models or other products using a range of materials.	Structures can be made stronger, stiffer and more stable by using cardboard rather than paper and triangular shapes rather than squares. A broader base will also make a structure more stable. Explore how a structure can be made stronger, stiffer and more stable.	Shell structures are hollow, 3-D structures with a thin outer covering, such as a box. Frame structures are made from thin, rigid components, such as a tent frame. The rigid frame gives the structure shape and support. Diagonal struts can strengthen the structure. Create shell or frame structures using diagonal struts to strengthen them.			Strength can be added to a framework by using multiple layers. For example, corrugated cardboard can be placed with corrugations running alternately vertically and horizontally. Triangular shapes can be used instead of square shapes because they are more rigid. Frameworks can be further strengthened by adding an outer cover. Select the



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							most appropriate materials and frameworks for different structures, explaining what makes them strong.
Investigation	Use appropriate tools for a simple task.	Specific tools are used for particular purposes. For example, scissors are used for cutting and glue is used for sticking. Select the appropriate tool for a simple practical task.	Different tools have characteristics that make them suitable for specific purposes. For example, scissors are used for cutting paper because they have sharp, metal blades that can cut through thin materials. Select the appropriate tool for a task and explain their choice.	Specific tools can be used for cutting, such as saws. Wood can be joined using glue, nails, staples, or a combination of these. Safety rules must be followed to prevent injury from sharp blades. These rules include using a bench hook to keep the wood still, using a junior hacksaw with a pistol grip and working under adult		There are many rules for using tools safely and these may vary depending on the tools being used. For example, someone using a chisel should chip or cut with the cutting edge pointing away from their body. All tools should be cleaned and put away after use, and should not be used if they are loose or cracked. Name and select increasingly	Precision is important in producing a polished, finished product. Correct selection of tools and careful measurement can ensure the parts fit together correctly. Select appropriate tools for a task and use them safely and precisely.



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				supervision. Use tools safely for cutting and joining materials and components.		appropriate tools for a task and use them safely.	
Evaluation	Children can name what has worked well and what can be improved. Talk about their own and each other's work, identifying strengths or weaknesses and offering support.	A strength is a good quality of a piece of work. A weakness is an area that could be improved. Improvements can then be planned. Explain how closely their finished products meet their design criteria and say what they could do better in the future.	Finished products can be compared with design criteria to see how closely they match. Suggest improvements to their products and describe how to implement them, beginning to take the views of others into account.	Asking questions can help others to evaluate their products, such as whether the selected materials achieved the purpose of the model. Suggest improvements to their products and describe how to implement them, beginning to take the views of others into account.	Evaluation can be done by considering whether the product does what it was designed to do, whether it has an attractive appearance, what changes were made during the making process and why the changes were made. Evaluation also includes suggesting improvements and explaining why they should be made. Identify what has worked well and what	Testing a product against the design criteria will highlight anything that needs improvement or redesign. Changes are often made to a design during manufacture. Test and evaluate products against a detailed design specification and make adaptations as they develop the product.	Design is an iterative process, meaning alterations and improvements are made continually throughout the manufacturing process. Evaluating a product while it's being manufactured, and explaining these evaluations to others, can help to refine it. Demonstrate modifications made to a product as a result of ongoing evaluation by



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					aspects of their products could be improved, acting on their own suggestions and those of others when making improvements.		themselves and to others.
Cutting and joining textiles	Scissors can be used to cut fabrics, glue can be used to join fabrics.	Scissors are used to cut fabrics. Glue and simple stitches, such as running stitch, can be used to join fabrics. Running stitch is made by passing a needle in and out of fabric at an even distance. Cut and join textiles using glue and simple stitches.	A running stitch is a basic stitch that is used to join fabric. It is made by passing a needle in and out of fabric at an even distance. Use different methods of joining fabrics, including glue and running stitch.		A loom is a piece of equipment that is used for making fabric by weaving wool or thread. Weaving involves interlacing pieces of thread or yarn. Cut and join wools, threads and other materials to a loom. A hem runs along the edge of a piece of cloth or clothing. It is made by turning under a raw edge and sewing to give a neat and	A collage is artwork made by sticking materials, such as scraps of paper or fabric, onto a background. A mixed media collage is made using various materials and media, such as ink and paint. Combine stitches and fabrics with imagination to create a mixed media collage.	Pinning with dressmaker pins and tacking with quick, temporary stitches holds fabric together in preparation for and during sewing. Pin and tack fabrics in preparation for sewing and more complex pattern work.



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					quality finish. Hand sew a hem or seam using a running stitch.		
Materials for purpose	Children to experiment with different materials for different purposes.	Different materials are suitable for different purposes, depending on their specific properties. For example, glass is transparent, so it is suitable to be used for windows. Select and use a range of materials, beginning to explain their choices.	Properties of components and materials determine how they can and cannot be used. For example, plastic is shiny and strong but it can be difficult to paint. Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect.	Materials for a specific task must be selected on the basis of their properties. These include physical properties as well as availability and cost. Plan which materials will be needed for a task and explain why.	Different materials and components have a range of properties, making them suitable for different tasks. It is important to select the correct material or component for the specific purpose, depending on the design criteria. Recipe ingredients have different tastes and appearances. They look and taste better and are cheaper when in season. Choose from a	Materials should be cut and combined with precision. For example, pieces of fabric could be cut with sharp scissors and sewn together using a variety of stitching techniques. Select and combine materials with precision.	It is important to understand the characteristics of different materials to select the most appropriate material for a purpose. This might include flexibility, waterproofing, texture, colour, cost and availability. Choose the best materials for a task, showing an understanding of their working characteristics.



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					range of materials, showing an understanding of their different characteristics.		
Decorating and embellishing textiles	Decorations can be attached with glue or tying.	Fabric can be decorated using materials and small objects, such as buttons and sequins. Decorations can be attached to the fabric by gluing, stapling or tying. Use gluing, stapling or tying to decorate fabric, including buttons and sequins.	Embellishment is a decorative detail or feature added to something to make it more attractive. Add simple decorative embellishments, such as buttons, prints, sequins and appliqué.	A loom weaving is a piece of fabric that has been woven on a loom by interlacing threads. An embellishment is a decorative detail or feature, such as a silk flower, tassel or bow, added to something to make it more attractive. Decorate a loom weaving using embellishments, such as natural or silk flowers, tassels and bows.	Block printing techniques and fabric paint are used to create decorative, repeated patterns on fabrics. Create detailed decorative patterns on fabric using printing techniques.	Applique is a technique where pieces of material are attached to another material by stitching or gluing. Use applique to add decoration to a product or artwork.	Fastenings hold a piece of clothing together. Types of fastenings include zips, press studs, Velcro and buttons. Use different methods of fastening for function and decoration, including press studs, Velcro and buttons.



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Food preparation and cooking	Using non-standard measures is a way of measuring that does not involve reading scales. Children to use non-standard measures such as cups, spoons and bowls.	Using non-standard measures is a way of measuring that does not involve reading scales. For example, weight may be measured using a balance scale and lumps of plasticine. Length may be measured in the number of handspans or pencils laid end to end. Measure and weigh food items using non-standard measures, such as spoons and cups.	Some ingredients need to be prepared before they can be cooked or eaten. There are many ways to prepare ingredients: peeling skins using a vegetable peeler, such as potato skins; grating hard ingredients, such as cheese or chocolate; chopping vegetables, such as onions and peppers and slicing foods, such as bread and apples. Prepare ingredients by peeling, grating, chopping and slicing.	Preparation techniques for savoury dishes include peeling, chopping, deseeding, slicing, dicing, grating, mixing and skinning. Prepare and cook a simple savoury dish.		Sweet dishes are usually desserts, such as cakes, fruit pies and trifles. Savoury dishes usually have a salty or spicy flavour rather than a sweet one. Use an increasing range of preparation and cooking techniques to cook a sweet or savoury dish.	Ingredients can usually be bought at supermarkets, but specialist shops may stock different items. Greengrocers sell fruit and vegetables, butchers sell meat, fishmongers sell fresh fish and delicatessens usually sell some unusual prepared foods, as well as cold meats and cheeses. Follow a recipe that requires a variety of techniques and source the necessary ingredients independently.
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Nutrition	Children to select appropriate food.	Fruit and vegetables are an important part of a healthy diet. It is recommended that people eat at least five portions of fruit and vegetables every day. Select healthy ingredients for a fruit or vegetable salad.	A healthy diet should include meat or fish, starchy foods (such as potatoes or rice), some dairy foods, a small amount of fat and plenty of fruit and vegetables. Describe the types of food needed for a healthy and varied diet and apply the principles to make a simple, healthy meal.	There are five main food groups that should be eaten regularly as part of a balanced diet: fruit and vegetables; carbohydrates (potatoes, bread, rice and pasta); proteins (beans, pulses, fish, eggs and meat); dairy and alternatives (milk, cheese and yoghurt) and fats (oils and spreads). Foods high in fat, salt and sugar should only be eaten occasionally as part of a healthy, balanced diet. Identify the main food groups (carbohydrates, protein, dairy, fruits and	Healthy snacks include fresh or dried fruit and vegetables, nuts and seeds, rice cakes with low-fat cream cheese, homemade popcorn or chopped vegetables with hummus. A healthy packed lunch might include a brown or wholemeal bread sandwich containing eggs, meat, fish or cheese, a piece of fresh fruit, a low-sugar yoghurt, rice cake or popcorn and a drink, such as water or semi-skimmed milk. Design a healthy snack or packed	A balanced diet gives your body all the nutrients it needs to function correctly. This means eating a wide variety of foods in the correct proportions. Evaluate meals and consider if they contribute towards a balanced diet.	Eating a balanced diet is a positive lifestyle choice that should be sustained over time. Food that is high in fat, salt or sugar can still be eaten occasionally as part of a balanced diet. Plan a healthy daily diet, justifying why each meal contributes towards a balanced diet.
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				vegetables, fats and sugars).	lunch and explain why it is healthy.		
Origins of food	Children to grow their own food. Explore that food comes from different places.	Some foods come from animals, such as meat, fish and dairy products. Other foods come from plants, such as fruit, vegetables, grains, beans and nuts. Sort foods into groups by whether they are from an animal or plant source.	Food comes from two main sources: animals and plants. Cows provide beef, sheep provide lamb and mutton and pigs provide pork, ham and bacon. Examples of poultry include chickens, geese and turkeys. Examples of fish include cod, salmon and shellfish. Milk comes mainly from cows but also from goats and sheep. Most eggs come from chickens. Honey is made by bees.			Seasonality is the time of year when the harvest or flavour of a type of food is at its best. Buying seasonal food is beneficial for many reasons: the food tastes better; it is fresher because it hasn't been transported thousands of miles; the nutritional value is higher; the carbon footprint is lower, due to reduced transport; it supports local growers and is usually cheaper.	



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						Describe what seasonality means and explain some of the reasons why it is beneficial.	
Compare and contrast	Products can be compared. Children can name something that is similar about them and something that is different about them.	Two products can be compared by looking at a set of criteria and scoring both products against each one. Describe the similarities and differences between two products.	Products can be compared by looking at particular characteristics of each and deciding which is better suited to the purpose. Compare different or the same products from the same or different brands.	Work from different designers can be compared by assessing specific criteria, such as their visual impact, fitness for purpose and target market. Explain the similarities and difference between the work of two designers.	A comparison table can be used to compare products by listing specific criteria on which each product can be judged or scored. Create and complete a comparison table to compare two or more products.	A focus group is a small group of people whose reactions and opinions about a product are taken and studied. Evaluations can be made by asking product users a selection of questions to obtain data on how the product has met its design criteria. Survey users in a range of focus groups and compare results.	Products and inventions can be compared using a range of criteria, such as the impact on society, ease of use, appearance and value for money. Create a detailed comparative report about two or more products or inventions.



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Significant people		The importance of a product may be that it fulfils its goals and performs a useful purpose. Describe why a product is important.	Many key individuals have helped to shape the world. These include engineers, scientists, designers, inventors and many other people in important roles. Explain why a designer or inventor is important.	Key inventions in design and technology have changed the way people live. Describe how key events in design and technology have shaped the world.	Significant designers and inventors can shape the world. Explain how and why a significant designer or inventor shaped the world.	Many new designs and inventions influenced society. For example, labour-saving devices in the home reduced the amount of housework, which was traditionally done by women. This enabled them to have jobs. Describe the social influence of a significant designer or inventor.	The significance of a designer or inventor can be measured in various ways. Their work may benefit society in health, transport, communication, education, the built environment or technology. It may enhance culture in different areas, such as fashion, ceramics or computer games. Present a detailed account of the significance of a favourite designer or inventor.
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