

Runnymede St Edward's Progression Document for Design and Technology



Year Group	Skills Progression
EYFS Autumn	Begin to use a range of tools skillfully and with care and precision. Create collaboratively, sharing ideas, resources and skills. Scissors Skills • Hold scissors, thumb and index finger safety and control. • Open and close blades • Snip paper and move scissors forward in a straight line. Joining materials skills • Pritt stick for joining materials, paper fasteners or treasury tags. • Tape dispenser to pull and dispense required piece of tape Design Skills • Our local area - model make using construction materials and loose parts. • Paper 3d sculptures to create a firework scape. Tear paper into strips and investigate how to secure one end of the paper, weave it through another piece and stick - Evaluate designs - how can we improve? • Make intentions clear on what children plan to make or do in the construction area. • Use a variety of construction materials such as blocks, Duplo or crates to make simple structures.
EYFS Spring	Increase confidence in using a range of tools skillfully. And with care and precision. Create collaboratively, sharing ideas, resources and skills. Scissors Skills • Cutting in straight and curved lines safely and with increasing control. • Move the gripping hand along the paper as cuts are made. • Begin to follow tracks or lines that children have made whilst carrying out their ideas. Joining materials skills • Explore other more complex joining materials, e.g split pins. • Learn how to make holes using a hole punch or poke holes safely using Design Skills • Use a needle and thread to weave in and out of hessian to make a collaborative piece. Evaluate designs - how can we improve? • Food Technology - making wolf cakes (spoon mixture, decorate) and healthy fruit smoothies (chop softer fruits with a blunt knife). Food hygiene skills. • Plan and design capes and masks (Fantasy & Adventure unit) using a variety of materials - Evaluate designs - how can we improve?
EYFS Summer	Increase confidence in using a range of tools skillfully. And with care and precision. Create collaboratively, sharing ideas, resources and skills. Scissors Skills • Uses scissors with increased control to cut out a desired shape. • Uses scissors to cut thicker materials such as card. Joining materials skills • Plan how to fasten things together. • Check that a fastening is secure. • Select media to achieve a desired effect. Design Skills • Coffee filter butterflies (tying and shaping butterflies using pipe cleaners)

Runnymede St Edward's Progression Document for Design and Technology

	Different textured materials for designing a seascape. Describe what they see and experience such as smooth, shiny, bumpy, patterned, flat, rough, jagged.				
Year 1	Cooking and Nutrition	Stable Structures	Programming and Electrical Systems	Mechanical Systems	Textiles
	Food Technology Product: make a fruit kebab Children have basic hygiene awareness. Use a knife to cut some fruits and vegetables in different ways Grate an apple and a carrot. Peel a banana, apple and cucumber	Homes Product: make a model house Explore the properties of different materials Examine various ways of joining materials Use finishing techniques to improve the overall quality of the product		Mechanisms Product: make a moving Christmas Card To make a moving Christmas card Joining different materials using a choice of pivots, levers, sliders and concertinas Use tools safely (scissors, hole punch, stapler, paper punch, pins, glue)	
Year 2	Food Technology	Freestanding Structures			Textiles
	Product: make a pizza Knead and roll dough Cut using a knife and pizza cutter Categorise pizza toppings based on different criteria, e.g. animal vs plant products Design and make a healthy pizza	Product: make playground furniture Build structures, exploring how they can be made stronger, stiffer and more stable Use a variety of materials to design and build a stable structure			Product: make a WW1 puppet Cut varying sizes of fabric Thread a needle and cotton Sew two pieces of fabric together Using materials such as beads for embellishment

Runnymede St Edward's Progression Document for Design and Technology

Year 3	Food Technology Product: design and make a healthy sandwich Chop ingredients using the bridge technique Mix ingredients to create a desired product Season using salt, pepper and herbs	Structures Product: make a photograph frame Experiment with different ways of strengthening and joining paper such as layering, rolling etc Investigate how to reinforce structures to make them sturdier			Textiles Product: make a Christmas Stocking Secure first and last stitch with a knot Sew a button onto a piece of fabric Know the difference between joining and decorative stitches
Year 4	Food technology Product: bake a fruit tart Follow a recipe Using a whisk Learn how seasonal fruits in Britain are grown and processed. Folding, sieving and sifting ingredients Slicing, dicing and grating fruit/vegetables		Electronics Product: create an alarm system Create a simple program to make a component work Connect components in a circuit including a controller Make a variety of switches	Mechanical Systems Product: make a storybook Mark out and measure accurately Cut and shape materials to make mechanisms work Join and combine materials and components in a variety of ways Employ different fonts and graphics to suit a brief	

Runnymede St Edward's Progression Document for Design and Technology

Year 5	Food Technology Product: bake bread Sieve ingredients Use a rolling pin Make dough Knead dough Accurately follow a recipe, weighing and measuring ingredients			Mechanisms Product: make a moving toy Construct a system using cams to make something move Cutting, shaping, joining materials appropriately Use junior hacksaws and drills safely and appropriately	Textiles Product: make a freedom quilt Sew different shapes of fabric together to create particular symbols Design and follow a pattern Sew patches together using running and back stitches Create a patchwork quilt
Year 6	Gingerbread Houses Product: make a gingerbread house Use Computer Aided Design Pipe icing Create a prototype Accurately cutting, shaping and constructing gingerbread houses		Fairground Product: design and make a fairground ride Use various components to create an electrical circuit (with a motor) to create rotating parts Reinforce and strengthen structures Use gears and pulleys to speed up, slow down or change the direction of movement		Funky Furnishings Product: make a Mother's Day cushion Use applique to improve the aesthetics of a product Use pinking shears safely Attach a fastening Use various stitches such as blanket, cross and over stitch