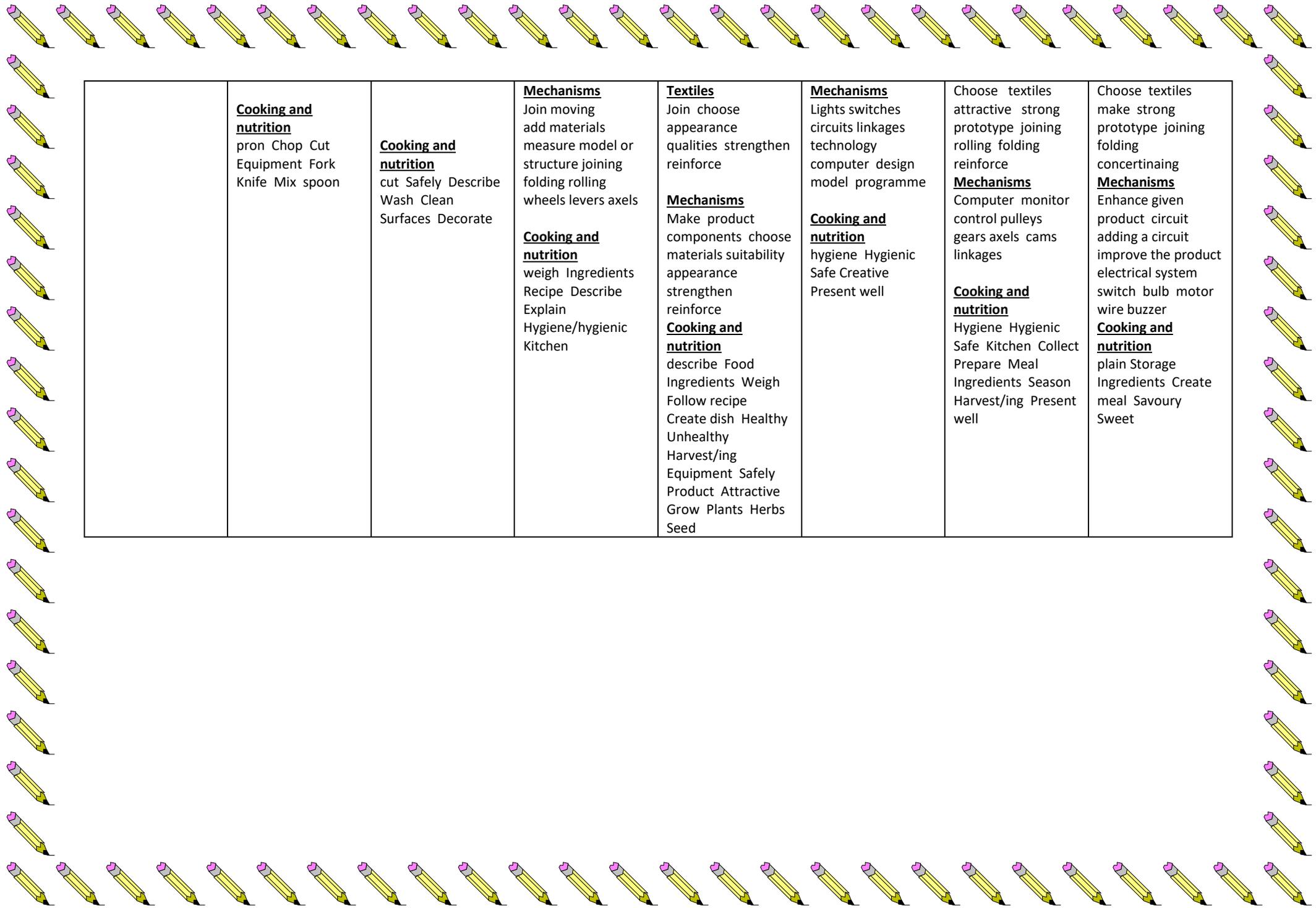


Design and Technology Vocabulary Progression

	EYFS	1	2	3	4	5	6
Design	Draw ideas	Own ideas Design product Move simple Plan make/making Pictures words	Think idea Plan choose best tools reasons describe pictures diagrams models develop starting point Create label	Design criteria Product plan attractive step by step order equipment tools describe labelled sketch realistic	Influence designers produce plan explain persevere adapt original communicate ideas sketch draw annotated suggest improvements	Range of ideas collect information different sources produce detailed step-by-step plan explain appeal specific audience product design pulleys gears suggest alternative plans positives drawbacks	Use market research Inform plans planning Ideas follow refine justify plan convince culture society designs constraints relation to audience
Make	Build make	Ideas make product moves choose resources tools explain model strong/stronger tidy arrange construction	Choose tools materials explain join components different ways measure model structure movement	Follow plan equipment materials select appropriate tools techniques product mechanical component accurate measure cut holes shape mould	Tools task knowledge material best outcome attempt product strong measure accurate advanced techniques shape mould finishing awareness of audience	Tools equipment final piece pulleys gears persevere stages of making process accurate measurement precise strong fit for purpose refine improve	Use make specific tool specific task correctly safely explain specific action change work precise accurate hide joints improve
Evaluate	Like don't like better worse	Describe explain working well not working well improve make better next time	Chosen materials what went well even better if...next time	Explain how improve know why has this been successful? Has it not been successful? Change make better if	Suggest improve purpose appearance altered checking successful	Suggest alternative plans positive features drawbacks evaluate function	Test evaluate explain how know clear criteria decide fit for purpose improve resources justify selected materials
Technical Textiles Mechanisms Materials Cooking and nutrition	Textiles Bead button fabric felt scissors Materials Cellotape clay gluesticks paperclip masking tape ruler straw	Textiles Textile feel glue mechanisms move cut Materials Scissors describe sliders	Materials Strong stable wheels Textiles Measure join cut strong	Materials three-dimensional (3-D) length marking out shaping joining assemble accuracy material stiff strong reduce reuse recycle	Materials frame structure stiffen strengthen reinforce stability Textiles Make product strong devise template	Materials frame structure stiffen strengthen reinforce stability shape join temporary permanent Textiles	Materials: frame structure stiffen strengthen reinforce stability shape join temporary permanent Textiles



	<p><u>Cooking and nutrition</u> pron Chop Cut Equipment Fork Knife Mix spoon</p>	<p><u>Cooking and nutrition</u> cut Safely Describe Wash Clean Surfaces Decorate</p>	<p><u>Mechanisms</u> Join moving add materials measure model or structure joining folding rolling wheels levers axels</p> <p><u>Cooking and nutrition</u> weigh Ingredients Recipe Describe Explain Hygiene/hygienic Kitchen</p>	<p><u>Textiles</u> Join choose appearance qualities strengthen reinforce</p> <p><u>Mechanisms</u> Make product components choose materials suitability appearance strengthen reinforce</p> <p><u>Cooking and nutrition</u> describe Food Ingredients Weigh Follow recipe Create dish Healthy Unhealthy Harvest/ing Equipment Safely Product Attractive Grow Plants Herbs Seed</p>	<p><u>Mechanisms</u> Lights switches circuits linkages technology computer design model programme</p> <p><u>Cooking and nutrition</u> hygiene Hygienic Safe Creative Present well</p>	<p>Choose textiles attractive strong prototype joining rolling folding reinforce <u>Mechanisms</u> Computer monitor control pulleys gears axels cams linkages</p> <p><u>Cooking and nutrition</u> Hygiene Hygienic Safe Kitchen Collect Prepare Meal Ingredients Season Harvest/ing Present well</p>	<p>Choose textiles make strong prototype joining folding concertinaing <u>Mechanisms</u> Enhance given product circuit adding a circuit improve the product electrical system switch bulb motor wire buzzer <u>Cooking and nutrition</u> plain Storage Ingredients Create meal Savoury Sweet</p>
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