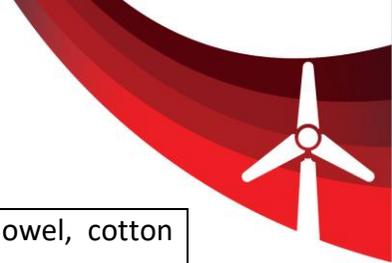




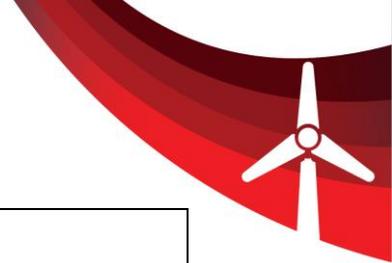
Design Technology Progression Map

Millhouse Primary School

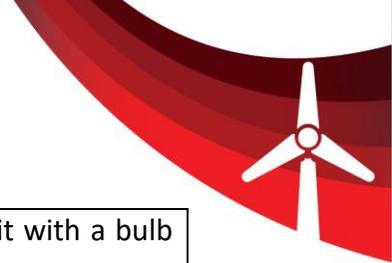
Year group	Textiles	Food	Sheet materials	Structures/ Mechanism
Y1/2	<p><u>Year 1:</u> Colour fabrics using a range of techniques e.g. fabric paints, printing, painting</p> <p>Cut out shapes which have been created by drawing round a template onto the fabric</p> <p><u>Year 2:</u> Join fabrics by using running stitch, glue, staples ,over sewing, tape</p>	<p><u>Year 1:</u> Develop a food vocabulary using taste ,smell, texture and feel</p> <p>Group familiar food products e.g. fruit and vegetables</p> <p>Work safely and hygienically</p> <p>Understand the need for a variety of foods in a diet</p>	<p><u>Year 1:</u> Fold, tear and cut paper and card</p> <p>Roll paper to create tubes</p> <p>Cut along lines, straight and curved</p> <p>Curl paper</p> <p>Use hole punch</p>	<p><u>Year 1:</u> See glue gun used by an adult</p> <p>Talk about how structures can be made stronger. (Using constructions kits like lego, duplo, meccano, etc.)</p> <p><u>Year 2:</u> Attach wheels to a chassis using an axle.</p> <p>Use a range of materials to create models with wheels and</p>



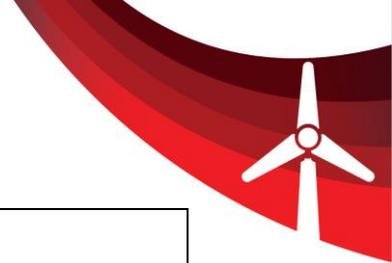
	<p>Decorate fabrics with buttons, beads, sequins, braids, ribbons</p>	<p>Understand where food comes from</p> <p>Work with an adult to make food following a simple recipe.</p> <p><u>Year 2:</u></p> <p>Cut, peel, grate, chop a range of ingredients</p> <p>Measure and weigh food items, non-statutory measures e.g. spoons, cups</p> <p>Follow a recipe to make food with increasing independence.</p>	<p><u>Year 2:</u></p> <p>Insert paper fasteners for card linkages</p> <p>Create hinges.</p> <p>Use simple pop ups: bridge, inverted mouth, etc.</p> <p>Investigate strengthening sheet materials.</p> <p>Investigate joining's, temporary, fixed and moving</p>	<p>axles e.g. tubes, dowel, cotton reels</p> <p>Join appropriately for different materials and situations e.g. glue, tape,</p> <p>Mark out materials to be cut using a template.</p> <p>Cut strip wood/dowel using hacksaw and bench hook</p> <p>Investigate how structures can be made stronger, stiffer and more stable</p>
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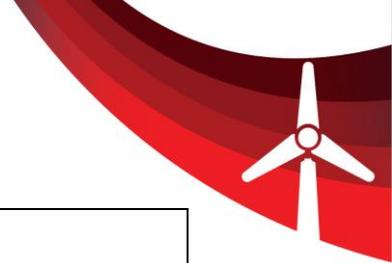
<p>Y3/4</p>	<p><u>Year 3:</u> Create a simple pattern</p> <p>Understand the need for patterns</p> <p><u>Year 4:</u> Prototype a product using j-cloths.</p> <p>Use appropriate decoration techniques e.g. appliqué(glued or simple stitches)</p> <p>Understand seam allowance</p> <p>Join fabrics using running stitch, over sewing, back stitch</p>	<p><u>Year 3:</u> Develop sensory vocabulary/knowledge using, smell, taste, texture and feel</p> <p>Follow instructions independently.</p> <p>Make healthy eating choices from and understanding of a balanced diet</p> <p>Join and combine a range of ingredients e.g. snack foods</p> <p>Work safely and hygienically</p> <p>Prepare and cook a range of <u>predominantly savoury dishes</u></p>	<p><u>Year 3:</u> Cut slots</p> <p>Cut internal shapes</p> <p>Use lolly sticks/card to make levers and linkages.</p> <p>Create nets</p> <p><u>Year 4:</u> Use linkages to make movement larger or more varied</p> <p>Use and explore complex pop ups</p>	<p><u>Year 3:</u> Make structures more stable by giving them a wide base</p> <p>Prototype frame and shell structures.</p> <p>Use glue gun with close supervision (one to one)</p> <p>Choose materials based on their functional properties and aesthetic qualities.</p> <p><u>Year 4:</u> Choose materials based on their functional properties and aesthetic qualities.</p>
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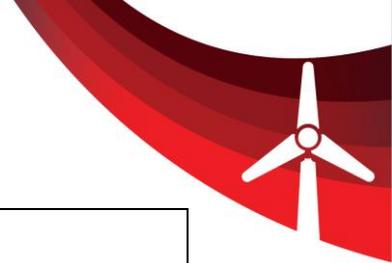
	<p>Explore fastenings and recreate some e.g. sew on buttons and make loops</p>	<p>using a range of cooking techniques.</p> <p>Understand <u>seasonality</u> and know where and how ingredients are grown and captured.</p> <p><u>Year 4:</u></p> <p>Analyse the taste, texture, smell and appearance of a range of foods</p> <p>Measure and weigh ingredients appropriately.</p>		<p>Incorporate a circuit with a bulb or buzzer into a model.</p> <p>Understand and use mechanical systems in their products eg pulleys, levers and linkages</p>
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Y5/6	<p><u>Year 5:</u> Understand pattern layout: not waste fabric.</p> <p>Decorate textiles appropriately often before joining components.</p> <p>Combine fabrics to create more useful properties.</p> <p><u>Year 6:</u></p> <p>Create 3D products using pattern pieces and seam allowance</p>	<p><u>Year 5:</u> Select and prepare foods for a particular purpose</p> <p>Taste a range of ingredients, food items to develop a sensory food vocabulary for use when designing.</p> <p>Weigh and measure using scales.</p> <p>Cut and shape ingredients using appropriate tools and equipment e.g. grating</p>	<p><u>Year 5:</u> Cut slots</p> <p>Cut accurately and safely to a marked line.</p> <p>Join and combing materials with temporary, fixed or moving joining's</p> <p>Choose an appropriate sheet material for the purpose</p> <p><u>Year 6:</u> Use craft knife, cutting mat and safety ruler under one to one supervision</p>	<p>Year 5: Use hand drill to drill tight and loose fit holes.</p> <p>Cut strip wood, dowel, square section wood accurately to 1mm</p> <p>Join materials using appropriate methods</p> <p>Incorporate motor and a switch into a model</p> <p>Control a model using an ICT control programme</p> <p>Use a cam to make an up and down mechanism.</p>



	<p>Pin and tack fabric pieces together.</p> <p>Join fabrics using over sewing, back stitch, blanket stitch or machine stitching</p> <p>Make quality products.</p>	<p>Join and combine food ingredients appropriately e.g. beating, rubbing in</p> <p>Work safely and hygienically</p> <p>Show awareness of a healthy diet from an understanding of a balanced diet.</p> <p><u>Year 6:</u></p> <p>Prepare food products taking into account the properties of ingredients and sensory characteristics</p> <p>Understand how to feed themselves and others affordably now and in the future</p>		<p>Use glue gun with close supervision</p> <p>Choose materials based on their functional properties and aesthetic qualities.</p> <p>Year 6:</p> <p>Use bradawl to mark hole positions</p> <p>Build frameworks using a range of materials e.g. wood, card, corrugated plastic to support mechanisms</p> <p>Choose materials based on their functional properties and aesthetic qualities.</p>
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				<p>Apply their understanding of how to strengthen, stiffen more complex structures</p> <p>Understand and use mechanical systems in their products eg gears, cams, levers and linkages</p>
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