Design and Technology curriculum progression map

Y6

I can make a hot food dish, giving consideration to food hygiene.

I can make a model fairground ride with a strong frame that utilises a rotating mechanism

I can make a hand-stitched bag using an appropriate material, pattern pieces and hems.

I can make a prototype bridge with structural aspects used to support and strengthen.

Y5

I can make a moving toy using a cam mechanism.

I can talk about British seasonality, sharing how ingredients are grown, reared, caught and processed.

I can make savoury bread with careful thought to the difference ingredients can make.

Y4

I can make my own fabric money container by hand- sewing and using pattern pieces.

I can make a strengthened, free-standing photo frame.

I can create an alarm system using appropriate electrical components.

Y3

I can make a monster using a simple pneumatic system.

I can make a functional toy vehicle with axels, chassis and wheels.

I can make a sandwich snack, using a number of cooking and preparation techniques.

Y2

I can make a finger puppet, using a simple beginner's stitch

I can explain where some food comes from and begin to prepare it.

I can use my knowledge of a balanced diet to make a pizza.

Y1

I can make a house structure based on the strength and properties of materials.

I can make props and materials to use in my role play.

I can make a moving picture with a wheel or lever mechanism.

R

I return to and build on previous learning, refine ideas and am developing my ability to represent them.

I can develop ideas about how to use materials and what to make.

I can explore a variety of materials, tools and techniques, and talk about what I have created.

N

I can explore different materials.

I can use my own ideas and decide which materials to use to express them.

Materials | Tools | Structures | Food technology | Mechanics

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