Sheriffhales Primary School – Design & Technology Skills Progression EYFS, KS1 & KS2

2 Year Rolling Programme (Excluding EYFS, which is 1 year): A minimum of 1 Design Project per term. Each year group will complete at least 1 cooking project and 2 projects selected from the other categories as mapped out on the Design & Technology curriculum overview.

Project Categories	EYFS
Structures	**Junk Modelling** - Explore and investigate the tools and materials in the junk modelling area. - Investigate cutting different materials. - Learn how to plan and select the correct resources needed to make a model. - Verbally plan and create a junk model. - Explore different ways to temporarily join materials together. **Boats** - Understand what waterproof means and test whether materials are waterproof. - Test and make predictions for which materials float or sink. - Compare the uses of boats. - Investigate how the shape and structure of boats affects the way they move. - Design a boat and create a boat based upon their own design.
Textiles	**Bookmarks** - Develop threading and weaving skills. - Practise and apply weaving skills to a specific material. - Use threading or sewing to design a product (bookmark). - Create a textile product following their own design. - Reflect with children on how they have achieved their aims.
Cooking and Nutrition	**Soup** - Explore fruits and vegetables and the differences between them. - Explore a pumpkin and describe it using the five senses. - Design a fruit and vegetable soup recipe. - Learn how to use a knife safely. - Safely use tools to prepare ingredients. - Design food packaging.

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Project Categories	YEAR 1/2
Structures	**Constructing a windmill** - Create a stable structure. - Use tools and equipment accurately to make part of a structure. - Join parts of a structure. - Evaluate a structure **Baby bear's chair** - Explore the concept and features of structures and the stability of different shapes. - To understand that the shape of the structure affects its strength. - Make a structure according to a design criteria. - Produce a finished structure and evaluate its strength, stiffness and stability.
Textiles	**Puppets** - Join fabrics together using different methods. - Use a template to create my design. - Join two fabrics together accurately. - Embellish my design using joining methods.
Cooking and Nutrition	**Smoothies** - Describe fruits and vegetables and explain how to identify fruits. - Name a range of places that fruits and vegetables grow. - Describe basic characteristics of fruit and vegetables. - Prepare fruits and vegetables to make a smoothie.

Project Categories	YEAR 1/2
Mechanisms	**Fairground Wheel** - Explore wheel mechanisms and design a fairground wheel. - Select materials with appropriate properties. - Build and test a moving wheel. - Conduct a simple survey to gather opinions. - Finish and evaluate a structure with a rotating wheel. **Making a moving monster** - Look at objects and understand how they move. - Look at objects and understand how they move. - Explore different design options. - Evaluate designs against the design criteria. - Select and assemble materials to create their planned monster features.

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Project Categories	YEAR 3/4
Structures	**Constructing a castle** - Recognise how multiple shapes (2D & 3D) are combined to form a strong and stable structure. - Design a castle. - Construct 3D nets. - Construct and evaluate my final product. **Pavilions** - Create a range of different shaped frame structures. - Design a structure. - Build a frame structure. - Add cladding to a frame structure.
Electrical Systems	**Torches** - Learn about electrical items and how they work. - Analyse and evaluate electrical products. - Design a product to fit a set of specific user needs. - Make and evaluate a torch.
Cooking and Nutrition	**Eating Seasonally** - Explain why food comes from different places around the world. - Explain the benefits of seasonal foods. - Develop cutting and peeling skills. - Evaluate seasonal ingredients. - Design a mock-up using criteria. - Evaluate a dish.

Project Categories	YEAR 3/4
Mechanisms	**Mechanical Cars (option 1) OR Making a slingshot car (option 2)** - Build a simple prototype car chassis. - Build a prototype of a sustainable slingshot car chassis. - Design a mechanised toy car. - Make a mechanical toy car from a kit.
Digital World	**Wearable Technology** - Research and evaluate existing products. - Develop design criteria. - Use code to program and control a product. - Develop and communicate ideas. - Develop ideas through computer aided design (CAD). - Improve a design based on feedback.

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Project Categories	YEAR 5/6
Structures	**Playgrounds** - Design a playground with a variety of structures. - Build a range of structures. - Improve and add details to structures. - Create a surrounding landscape.
Electrical Systems	**Doodlers** - Understand how motors are used in electrical products. - Investigate an existing product to determine the factors that affect the product's form and function. - Apply the findings from research to develop a unique product. - Develop a DIY kit for another individual to assemble their product.
Cooking and Nutrition	**Developing a recipe** - Understand how ingredients are reared and processed. - Make adaptations to design a recipe. - Evaluate nutritional content. - Practise food preparation skills. - Design a product label. - Follow and make an adapted recipe.

Project Categories	YEAR 5/6
Mechanisms	**Gears and pulleys (option 1) OR Making a pop up book (option 2)** - Create design criteria to meet a user's needs. - Use an exploded diagram to assemble a frame. - Explore a mechanism to inform a design decision. - Evaluate a completed design.
Digital World	**Navigating the world** - Write a design brief and criteria based on a client request. - Write a program to include multiple functions as part of a navigation device. - Develop a sustainable product concept. - Develop 3D CAD skills to produce a virtual model. - Present a pitch to 'sell' the product to a specified client.
Textiles	**Waistcoats** - Design a waistcoat. - Mark and cut fabric according to a design. - Assemble a waistcoat. - Decorate your waistcoat.