



Esher Church School – Progression of skills in D & T

EYFS	<ul style="list-style-type: none"> *Use a range of small tools, including scissors *Begin to show accuracy and care when drawing *Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function *Share their creations, explaining the process they have used
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	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Designing	<ul style="list-style-type: none"> *Design purposeful, functional, appealing products for themselves and other users based on design criteria *Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and information and communication technology 	<ul style="list-style-type: none"> *Design purposeful, functional, appealing products for themselves and other users based on design criteria *Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and information and communication technology 	<ul style="list-style-type: none"> *use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose and aimed at particular groups *generate, develop, model and communicate their ideas through discussion and annotated sketches 	<ul style="list-style-type: none"> *use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose and aimed at particular individuals and groups *generate, develop, model and communicate their ideas through discussion, annotated sketches and pattern pieces 	<ul style="list-style-type: none"> *use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose and aimed at particular individuals and groups *generate, develop, model and communicate their ideas through discussion, cross-sectional and exploded diagrams and prototypes 	<ul style="list-style-type: none"> *use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals *generate, develop, model and communicate their ideas through discussion, pattern pieces and computer-aided design
Making	<ul style="list-style-type: none"> *Select from and use a range of tools and equipment to perform practical tasks *Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics 	<ul style="list-style-type: none"> *Select from and use a range of tools and equipment to perform practical tasks *Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics 	<ul style="list-style-type: none"> *select from and use a wider range of tools and equipment to perform practical tasks accurately *select from and use a wider range of materials and components, including ingredients, according to their functional properties and aesthetic qualities 	<ul style="list-style-type: none"> *select from and use a wider range of tools and equipment to perform practical tasks accurately *select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities 	<ul style="list-style-type: none"> *select from and use a wider range of tools and equipment to perform practical tasks accurately *select from and use a wider range of materials and components, including textiles and ingredients, according to their functional properties and aesthetic qualities 	<ul style="list-style-type: none"> *select from and use a wider range of tools and equipment to perform practical tasks accurately *select from and use a wider range of materials and components, including construction materials according to their functional properties and aesthetic qualities

	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Evaluating	<ul style="list-style-type: none"> *Explore and evaluate a range of existing products *Evaluate their ideas and products against design criteria 	<ul style="list-style-type: none"> *Explore and evaluate a range of existing products *Evaluate their ideas and products against design criteria 	<ul style="list-style-type: none"> *investigate and analyse a range of existing products *evaluate their ideas and products against their own design criteria and consider the views of others to improve their work 	<ul style="list-style-type: none"> *understand how key events and individuals in design and technology have helped shape the world *evaluate their ideas and products against their own design criteria and consider the views of others to improve their work 	<ul style="list-style-type: none"> *investigate and analyse a range of existing products *evaluate their ideas and products against their own design criteria and consider the views of others to improve their work 	<ul style="list-style-type: none"> *understand how key events and individuals in design and technology have helped shape the world *evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
Technical knowledge	<ul style="list-style-type: none"> *Explore and use mechanisms {wheels and axles} in their products 	<ul style="list-style-type: none"> *Explore and use mechanisms {levers and sliders} in their products 	<ul style="list-style-type: none"> *apply their understanding of how to strengthen, stiffen and reinforce more complex structures *understand and use mechanical systems in their products (pulleys) 	<ul style="list-style-type: none"> *apply their understanding of how to strengthen, stiffen and reinforce more complex structures 	<ul style="list-style-type: none"> *understand and use mechanical systems in their products (cams, gears and levers and linkages) 	<ul style="list-style-type: none"> *understand use electrical systems in their products {for example, series circuits incorporating switches, bulbs, buzzers and motors} *apply their understanding of computing to program, monitor and control their products
Cooking and nutrition		<ul style="list-style-type: none"> *Use the basic principles of a healthy and varied diet to prepare dishes *Understand where food comes from 	<ul style="list-style-type: none"> *understand and apply the principles of a healthy and varied diet * know where and how a variety of ingredients are grown 	<ul style="list-style-type: none"> *understand and apply the principles of a healthy and varied diet * understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed *prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques 	<ul style="list-style-type: none"> * know where and how a variety of ingredients are grown and reared *prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques 	