

St John's Catholic School DT Progression Map

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Purpose Design Evaluation	<p>Design products that have a clear purpose and an intended user.</p> <p>Make products and with guidance refine the design as work progresses.</p> <p>Identify and talk about likes and dislikes of designs.</p>	<p>Design products that have a clear purpose and an intended user.</p> <p>Make products, refining the design as work progresses.</p> <p>Explore objects and designs to identify likes and dislikes of the designs.</p> <p>Suggest improvements to final design created.</p>	<p>Design with purpose by identifying opportunities to design.</p> <p>Make products by working efficiently and planning ahead.</p> <p>Refine work and techniques as work progresses, continually evaluating the product design.</p> <p>Improve upon existing designs, giving reasons for choices.</p>	<p>Design with purpose by identifying opportunities to design. Use annotated diagrams to show suggestions in the creation stage.</p> <p>Make products by working efficiently (such as by selecting materials for purpose).</p> <p>Refine work and techniques as work progresses, continually evaluating the product design.</p> <p>Improve upon existing designs, giving reasons for choices and annotating design diagrams.</p>	<p>Design with the user in mind, motivated by the service a product will offer. Use annotated diagrams to explore ideas.</p> <p>Make products ensuring continual refinements.</p> <p>Ensure products have a high quality finish, using art skills where appropriate.</p> <p>Use prototypes to represent designs.</p> <p>Create innovative designs that improve upon existing products.</p> <p>Evaluate the design of products to suggest improvements to the user experience, adding annotations to diagrams.</p>	<p>Design with the user in mind, motivated by the service a product will offer. Use explosion diagrams in the creative stage.</p> <p>Make products through stages of prototypes, making continual refinements.</p> <p>Ensure products have a high quality finish, using art skills where appropriate and scientific knowledge of circuits.</p> <p>Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.</p> <p>Evaluate the design of products, suggest improvements and write this up as a report.</p>
Specialist Skills: Woodwork Metal work Textile work	<p>Textiles techniques:</p> <ul style="list-style-type: none"> • Shape textiles using templates. • Colour/ Decorate textiles using a number of techniques (weaving). 	<p>Textiles techniques:</p> <ul style="list-style-type: none"> • Shape textiles using templates. • Join textiles using running stitch. • Colour/ Decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). 	<p>Woodwork techniques:</p> <ul style="list-style-type: none"> • Measure and mark out using guidelines. • Apply appropriate cutting and shaping techniques • Select appropriate joining techniques. 	<p>Woodwork techniques:</p> <ul style="list-style-type: none"> • Measure and mark out to the nearest centimetre. • Apply appropriate cutting and shaping techniques • Select appropriate joining techniques. 	<p>Woodwork techniques:</p> <ul style="list-style-type: none"> • Measure and mark out to the nearest millimetre. • Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs). • Select appropriate joining techniques. 	<p>Woodwork techniques:</p> <ul style="list-style-type: none"> • Cut materials with precision and refine the finish with appropriate tools (such as sanding wood). • Develop a range of practical skills to create products (such as cutting, gluing, filing, using corners and sanding). • Make products through stages of prototypes, making continual refinements. • Ensure products have a high quality finish, using art skills where appropriate.

						Metalwork techniques: Develop a range of practical skills to create products (such as cutting, twisting, fastening)
Food	<p>Cut and peel ingredients safely and hygienically.</p> <p>Measure or weigh using measuring cups.</p> <p>Assemble ingredients.</p>	<p>Cut, peel or grate ingredients safely and hygienically.</p> <p>Measure or weigh using measuring cups or electronic scales.</p> <p>Assemble or cook ingredients.</p>	<p>Prepare ingredients hygienically using appropriate utensils.</p> <p>Measure ingredients to the nearest gram accurately.</p> <p>Follow a recipe.</p> <p>Assemble or cook ingredients.</p>	<p>Prepare ingredients hygienically using appropriate utensils. Apply precision in preparation to ensure an aesthetic finished product.</p> <p>Measure ingredients to the nearest gram accurately.</p> <p>Follow a recipe and be able to adapt this for more/less people.</p> <p>Assemble or cook ingredients</p>	<p>Understand the importance of correct storage and handling of ingredients (knowledge of micro-organisms).</p> <p>Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.</p> <p>Demonstrate a range of cooking techniques (bread with and without yeast, kneading etc).</p> <p>Create and refine recipes, including ingredients and methods.</p>	<p>Understand the importance of correct storage and handling of ingredients. Begin to understand how to substitute ingredients.</p> <p>Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.</p> <p>Demonstrate a range of baking and cooking techniques and refine ideas for assembling healthy snacks and lunches.</p> <p>Create and refine recipes, including ingredients, methods, cooking times etc</p>
Inspiration from Designers	<p>Inspiration from classic Designers:</p> <p>Explore how products have been created and talk about likes and dislikes.</p>	<p>Inspiration from classic Designers:</p> <p>Explore how products have been created and relate this to own designs.</p>	<p>Inspiration from classic Designers:</p> <p>Identify some of the great designs/designers in Ancient Egypt and the era of Romans to generate ideas for designs.</p> <p>Disassemble products to understand how they work.</p>	<p>Inspiration from classic Designers:</p> <p>Identify some of the great designs/designers in Ancient Greece and in era of Anglo Saxons to generate ideas for designs.</p> <p>Disassemble products to understand how they work and begin to create annotated diagrams which show this.</p>	<p>Inspiration from classic Designers:</p> <p>Combine elements of design from a range of inspirational designers, giving reasons for choices.</p> <p>Create innovative designs that improve upon existing products.</p> <p>Evaluate the design of products to suggest improvements to the user experience.</p>	<p>Inspiration from classic Designers:</p> <p>Study elements of design from a range of inspirational designers of theatres in England and use these ideas to create own ideas for designs.</p> <p>Study elements of costume design from one West End Musical show and create innovative designs in this style.</p> <p>Evaluate designs and produce a collection of images to show design process.</p>