

St John's Catholic School DT Progression Map

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Constructing a castle Textiles (design an umbrella) Fruit Salad	Constructing a buggy Textiles – Sewing (applique) Pinch pots (clay)	Constructing a Shaduf Making a Healthy Drink Textiles - Sewing (making a purse)	Constructing an Anglo Saxon house structure Designing cinema seats	Constructing Viking longboats Chocolate wrappers and boxes	Sculpture (metalwork) Creating a theatre (woodwork)
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>Textiles techniques:</p> <ul style="list-style-type: none"> Select appropriate fabric. Measure and make paper pattern for guide. Place pattern and fix, Apply appropriate cutting and techniques Select appropriate fastener and fix into position. 	<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

						<p>stages of prototypes, making continual refinements.</p> <ul style="list-style-type: none"> • Ensure products have a high quality finish, using art skills where appropriate. <p>Metalwork techniques: Develop a range of practical skills to create products (such as cutting, twisting, fastening)</p>
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 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>