DT Progression of skills and Knowledge

c c	EYFS	Year 1 and 2	Year 3,4,5 and 6
Design	 Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories. Children develop their own ideas through selecting and using materials and working on processes that interest them. Through their explorations, they find out and make decisions about how media and materials can be combined and changed. Children talk about the ideas and processes, which have led them to make music, designs, images or products. They can talk about features of 	 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, mockups and, where appropriate, information and communication technology 	 use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
Make		select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	 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
Evaluate		 explore and evaluate a range of existing products evaluate their ideas and products against design criteria 	 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 understand how key events and individuals in design and technology have helped shape the world

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Technical Knowledge	their own and others' work, recognising the differences between them and the strengths of others.	 build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms, in their products. 	 apply their understanding of how to strengthen, stiffen and reinforce more complex structures understand and use mechanical systems in their products understand and use electrical systems in their products apply their understanding of computing to programme, monitor and control their products.
Cooking		 use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from. 	 understand and apply the principles of a healthy and varied diet cook a repertoire of predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet become competent in a range of cooking techniques [for example, selecting and preparing ingredients; using utensils and electrical equipment; applying heat in different ways; using awareness of taste, texture and smell to decide how to season dishes and combine ingredients; adapting and using their own recipes] understand the source, seasonality and characteristics of a broad range of ingredients