



DESIGN AND TECHNOLOGY: STICKY KNOWLEDGE

YEAR GROUP	AUTUMN	SPRING	SUMMER
	SKILLS (DISCIPLINARY)	SKILLS (DISCIPLINARY)	SKILLS (DISCIPLINARY)
FS			
FS	- Make use of props and materials.	- Use and explore different materials and techniques. - Use a range of small tools.	-Share creations and explain the process you have used -Participate in class discussions
FS Vocab	Hard, soft, bendy.	Scissors, spade, wood, glass, plastic, metal, paper, cardboard.	Discuss, share, listen.
Y1	COOKING	TEXTILES	MECHANISMS INCLUDING LEVERS AND SLIDERS
Y1	-Research by investigating food. -Design products through generating ideas. -Make using utensils to slice and chop safely. -Evaluate ideas and finished products.	-Research joining techniques. -Design appealing and purposeful products. -Make using tools to cut, using appropriate joining, and finishing techniques. -Evaluate their product thinking about strengths and changes they might make.	-Research different mechanisms. -Design based on a simple design criterion by developing and modelling. -Make selecting and using tools, explaining choices, and using finishing techniques. -Evaluate products in relation to its effectiveness.
Y1 Vocab	Cutting, slicing, knife, citrus fruits, lemon, orange, grapefruit.	Joining, finishing, fastening, pattern pieces, mark out.	Slider, lever, slot, push, pull, forwards, backwards.
Y2	FOOD	TEXTILES	FREE-STANDING STRUCTURES – WHEELS AND AXELS.
Y2	-Research by tasting a range of fruit and vegetables to determine their preference. -Design products choosing foods according to their characteristics.	-Research and explore how fastening techniques are used in textiles. -Design and explore a range of materials to help make design decisions.	-Research through talking and using my own experiences. -Design and develop mock ups using new and re-claimed materials.

	<ul style="list-style-type: none"> -Make using utensils to peel, slice, squeeze, grate and chop safely. -Evaluate finished products against their design criteria. 	<ul style="list-style-type: none"> -Make your own miniature piece of clothing. -Evaluate products and how they relate to the target audience. 	<ul style="list-style-type: none"> -Make using a range of tools and skills. -Evaluate products in relation to their effectiveness.
Y2 Vocab	Ingredients, recipe, peel, chop, vegetable names, stir.	Fabric, tools, template, design, decorate, mark-out.	Cut, fold, join, strong, weak, axel, wheel.
Y3	FOOD – HEALTHY AND VARIED DIET	STRUCTURES – PLASTIC JUNK MODELLING	ELECTRICAL SYSTEMS
Y3	<ul style="list-style-type: none"> -Research and generate ideas, classifying these through discussion with peers considering appearance, taste, texture, and purpose. -Design through annotated sketches. -Make using appropriate tools selecting from a range of ingredients. -Evaluate using the senses. 	<ul style="list-style-type: none"> -Research collaboratively through discussions. -Design choosing materials according to their functionality. -Make using tools to measure, mark out, cut, score, shape and assemble. -Evaluate and test products against their original criteria e.g how well it meets the intended purpose. 	<ul style="list-style-type: none"> -Research by gathering information about the needs of a specific audience. -Design through discussions, sketches, and diagrams. -Make in order understanding the final intent for the product. -Evaluate products based on the design criteria.
Y3 Vocab	Appearance, taste, texture, fresh, frozen, hygienic.	Three-dimensional, shape, joining, assembling, stiff, strong.	Switch, circuit, battery, bulb, wire.
Y4	MECHANICAL SYSTEMS INCLUDING LEVERS AND LINKAGES	FOOD – HEALTHY AND VAIED DIET	TEXTILES
Y4	<ul style="list-style-type: none"> -Research and investigate current products using this to generate a design criterion. -Design and produce prototypes, ordering the stages of making using annotated sketches. 	<ul style="list-style-type: none"> -Research considering the target audience. -Design through annotated drawings using IT. -Make by preparing and combining ingredients. 	<ul style="list-style-type: none"> -Research and investigate current products using these to make a design criterion. -Design by producing annotated sketches and patterns selecting fabrics and fastenings based on functionality.

	<ul style="list-style-type: none"> -Make using appropriate tools with accuracy and choose the best finishing technique. -Evaluate their product carrying out appropriate tests. 	<ul style="list-style-type: none"> -Evaluate the process and suggest improvements. 	<ul style="list-style-type: none"> -Make using fabrics and materials to ensure the product fits the purpose. -Evaluate how well the product meets the design criteria.
Y4 Vocab	Mechanism, lever, linkage, pivot, slot, bridge.	Tinned, processed, preference, sour, savoury, edible, hygienic.	Fabrics, fastenings, finishing technique, stitch, seam.
Y5	MECHANICAL SYSTEMS – PULLEYS AND GEARS	ELECTRICAL SYSTEMS	COOKING
Y5	<ul style="list-style-type: none"> -Research user needs and existing products on the market. -Design, generate and model innovative ideas through sketches, mock-ups, and IT where appropriate. -Make by measuring, marking out, cutting, and joining accurately. -Evaluate and test products against the success criteria. 	<ul style="list-style-type: none"> -Research the working features of a product; share and clarify these through discussion. -Design and test electrical products to work automatically. -Make by assembling materials and connecting electrical components to make reliable products. -Evaluate and test the system to demonstrate its effectiveness for the user or purpose. 	<ul style="list-style-type: none"> -Research discussing with peers and adults to develop a design brief. -Design exploring a range of initial ideas, making design decisions linked to user and purpose. -Make using step by step recipes using appropriate utensils. -Evaluate the final products with reference to the design criteria.
Y5 Vocab	Pulley, axel, diagram, gear, rotation, spindle.	Bulb, switch, battery, buzzer, insulator, conductor, series circuit.	Utensils, combining, recipe, edible, measuring, appearance.
Y6	STRUCTURES	COOKING	TEXTILES
Y6	<ul style="list-style-type: none"> -Research user needs, using surveys and interviews. -Design formulating a clear plan for production, modelling innovative ideas through prototypes and discussions. 	<ul style="list-style-type: none"> -Research by discussing with peers and adults to develop a design brief understanding and promoting a varied diet. -Design using sketches and IT to write a step-by-step recipe. 	<ul style="list-style-type: none"> -Research user needs and existing products using surveys, interviews, and questionnaires. -Design through discussion, mock-ups, sketches, or IT where appropriate.

	<p>-Make by selecting from tools, measuring, marking out, cutting, and joining materials to make a framework.</p> <p>-Evaluate critically.</p>	<p>-Make using utensils to measure and combine ingredients.</p> <p>- Evaluate using graphs/ tables/ charts considering the views of others.</p>	<p>-Make by competently selecting from tools to accurately measure, mark out, join and cut.</p> <p>-Evaluate and compare the final product to the original design specification.</p>
Y6 Vocab	Frame structure, stiffen, straighten, stability, join, reinforcement.	Combine, measuring, allergy, nutrition, vitamins, protein, carbohydrate.	Seam allowance, template, hem, pattern pieces, fastenings.