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| DT Vocabulary Progression | | | | | | | | |
|  | EYFS | Year 1 and Year 2 | | Year3 and Year 4 | | Year 5 and Year 6 | |
| Design | • Draw  • Ideas | • Own ideas  • Design  • Product  • Move/s  • Simple plan  • Making/make  • Pictures  • Words | • Think  • Idea  • Plan  • Choose  • Best tools  • Reasons  • Describe  • Pictures  • Diagram/s • Models  • Develop  • Starting point | • Design  • Criteria  • Product  • Attractive  • Step by step plan  • Order  • Equipment  • Tools  • Describe  • Labelled  • Sketch  • Realistic | • Influence  • Designers  • Produce  • Plan  • Explain  • Persevere  • Adapt  • Original  • Communicate  • Idea/s  • Sketch  • Draw  • Annotated  • Suggest  • Improvements | • Range of ideas  • Collect information  • Different sources • Produce  • Detailed  • Step by step plan  • Explain  • Appeal  • Specific audience • Product  • Design  • Pulleys  • Gears  • Users view  • Suggest  • Alternative plans  • Positives  • Drawbacks | • Use  • Market research • Inform  • Plans/planning  • Ideas  • Follow  • Refine  • Justify plan  • Convince  • Culture  • Society  • Designs  • Constraints  • Relation to audience |
| Make | • Build  • Make | • Ideas  • Make  • Product  • Moves  • Choose  • Resources • Tools • Explain  • Structure/model • Strong/er  • Tidy  • Arrange  • Construction | • Choose  • Tools  • Materials  • Explain  • Join  • Components  • Different ways  • Measure  • Model  • Structure  • Movement | • Follow  • Plan  • Equipment  • Materials  • Select  • Appropriate  • Tools  • Techniques  • Product  • Electrical component  • Mechanical component  • Accurate  • Measure  • Cut  • Holes  • Shape  • Mould | • Tools  • Task  • Knowledge  • Material  • Best outcome  • Attempt  • Product  • Strong • Measure  • Accurate  • Advanced techniques  • Shape  • Mould  • Finishing  • Awareness of audience | • Tools  • Equipment  • Competently  • Make  • Prototype  • Final piece  • Pulleys  • Gears  • Persevere  • Stages of making • Process  • Accurate  • Measurement  • Precise  • Strong  • Fit for purpose  • Refine  • Improve  • Mouldable materials | • Use • Make  • Specific tool  • Specific task  • Correctly  • Safely  • Explain  • Specific action  • Change work  • Precise  • Accurate  • Hide joints  • Improve |
| Evaluate | • Like  • Don’t like  • Better  • worse | • Describe  • Explain  • Working well  • Not working well | • Chosen materials  • Textiles  • What went well • Consider  • How  • Improvements  • Construction | • Explain  • How  • Improve  • Know  • Why  • Has been successful  Has not been successful  • Change  • Make design even better if… | Evaluate  • Suggest  • Improve  • Purpose  • Appearance  • Altered  • Check/ing  • Successful | • Suggest  • Alternative plans  • Positive features • Drawbacks  • Evaluate  • Appearance  • Function  • Original criteria • Check/ing  • Best it can be  • Fit for purpose  • Strong  • Explain  • Refine  • Test | • Test  • Evaluate  • Explain  • How  • Know  • Clear criteria  Decide  • Fit for purpose  • Improve  • Evaluate resources  • Justify • Selected materials |
| Technical Textiles Mechanisms materials | **Textiles**  • Bead  • Button  • Fabric  • Felt  • Scissors  • Sew  **Materials**  • Cello tape  • Glue stick  • Masking tape  • Paper clip  • Plasticine  • Ruler  • straw | • Make  • Model  • Stronger  **Textiles**  • Textile  • Feel  • Glue  **Mechanisms**  • Move  • Cut  • Materials  • Scissors  • Describe  • Sliders | • Strong  • Stable  • Wheels  • Axels  • Levers  **Textiles**  • Measure  • Join  • Cut  **Mechanisms**  • Join  • Moving  • Add  **Materials**  • Measure  • Model or structure  • Joining  • Folding  • Rolling  • Stronger | • Strengthen  • Product  • Stiffening  • Reinforce  • Structure  **Textiles**  • Join  • Choose  • Appearance  • Qualities  **Mechanisms**  • Make  • Product  • Components  • Choose  • Material  • Suitability  • Appearance  • Strengthen  • Stiffen  • Cams  • Levers  • Linkages | **Textiles**  • Make  • Product  • strong  • Devise  • Template  **Mechanisms**  • Lights  • Switches  • Buzzers  • Electrical systems  • Add  • Circuits  • Technology  • Computer  • Design  • Model  • Programme | **Textiles**  • Choose  • Textiles  • Make  • Attractive  • Strong  • Prototype  • Joining techniques  • Rolling  • Folding  • Concertinaing  • Reinforce  **Mechanisms**  • Cams  • Linkages  • Computer  • Computer-aided design  • Monitor  • Control | **Mechanisms**  • Enhance a given product  • Circuit  • Adding a circuit  • Improve their product  • Electrical system • Switch  • Bulb  • Motor  • Wire |
| Cooking and Nutrition | • Apron  • Chop  • Cut  • Equipment  • Fork  • Knife  • Mix  • spoon | • Cut  • Safely  • Describe  • Wash  • Clean  • Surfaces  • Decorate | • Weigh  • Ingredients  • Recipe  • Describe  • Explain •Hygiene/hygienic • Kitchen | • Describe  • Food  • Ingredients  • Weigh  • Follow recipe  • Create dish  • Healthy  • Unhealthy  • Harvest/ing  • Equipment  • Safely  • Product  • Attractive  • Grow  • Plants  • Herbs | • Hygiene  • Hygienic  • Safe  • Creative  • Present well | • Hygiene  • Hygienic  • Safe  • Kitchen  • Collect  •Prepare  • Meal  • Ingredients  • Season  • Harvest/ing  • Present well | • Explain  • Storage  • Ingredients  • Create meal  • Savoury  • Sweet  • Grow |