

Skills Progression in DT at Foundation Stage

EAD							
Shaded = skills	Expectations for Nursery			Expectations for Reception		ELG	
Sculpture	Explore malleable materials	Begin to make marks and cut malleable materials	Mould and create simple shapes with malleable materials and gives meaning	Use simple tools to cut, shape and impress patterns and textures into a range of materials		Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture and function	
	Builds towers using blocks	Begins to use junk modelling resources to create objects based on their experience		Makes something that they can give meaning to			Makes something with clear intentions
	Can use a glue stick with support	Can use a glue spatula with support	Can join items with pva glue, glue stick and sellotape		Begins to use a variety of ways to join items – glue, masking tape, sellotape, string ribbon		Chooses and uses the most appropriate joining method
Physical development							
Fine motor	Is beginning to use scissors. Uses large tweezers, large nuts and bolts and is able to thread. Is able to use other large one-handed tools such as hammers		Uses one-handed tools and equipment	Can use scissors with precision. Uses small tweezers, smaller nuts and bolts and geo boards. Is able to use other small one-handed tools such as screwdrivers		Can use appropriate tools with precision to achieve a planned effect.	
	Use a range of small tools, including scissors, paintbrushes and cutlery						

Skills Progression in DT at Key Stage One

	Food	Mechanisms	Structures	Textiles	Design	Make	Evaluate
Year 1 & 2	<ul style="list-style-type: none"> ✓ Cut, peel, grate, chop a range of ingredients ✓ Measure and weigh food items, non-statutory measures e.g. spoons, cups. 	<ul style="list-style-type: none"> ✓ Join appropriately for different materials and situations e.g. glue, tape. ✓ Try out different axle fixings and their strengths and weaknesses. ✓ Make vehicles with construction kits which contain free running wheels. ✓ Use a range of materials to create models with wheels and axles e.g. tubes, dowel, cotton reels. ✓ Cut dowel using hacksaw and bench hook. ✓ Attach wheels to a chassis using an axle. ✓ Mark out materials to be cut using a template. ✓ Fold, tear and cut paper and card. ✓ Cut along lines, straight and curved. ✓ Use a hole punch. ✓ Insert paper fasteners for card. ✓ Experiment with levers and sliders to find different ways of making things move in a 2D plane. 	<ul style="list-style-type: none"> ✓ Explore how to make structures stronger. ✓ Investigate different techniques for stiffening a variety of materials. ✓ Test different methods of enabling structures to remain stable. ✓ Join appropriately for different materials and situations e.g. glue, tape. ✓ Mark out materials to be cut using a template. ✓ Use a glue gun with close supervision. 	<ul style="list-style-type: none"> ✓ Cut out shapes which have been created by drawing round a template onto the fabric. ✓ Join fabrics by using e.g. running stitch, glue, staples, over sewing, tape. ✓ Decorate fabrics with attached items e.g. buttons, beads, sequins, braids, ribbons. ✓ Colour fabrics using a range of techniques e.g. fabric paints, printing, painting. 	<ul style="list-style-type: none"> ✓ Use kits/reclaimed materials to develop more than one idea. ✓ Model ideas with kits, reclaimed materials. ✓ Explore ideas by rearranging materials. ✓ Use drawings to record ideas as they are developed. 	<ul style="list-style-type: none"> ✓ Discuss their work as it progresses. ✓ Select materials from a limited range that will meet the design criteria. ✓ Select and name the tools needed to work the materials. ✓ Explain what they are making. ✓ Explain which materials they are using and why. ✓ Name the tools they are using. ✓ Describe what they need to do next. 	<ul style="list-style-type: none"> ✓ Note changes made during the making process as annotation to plans/drawings.

Skills Progression in DT at Key Stage Two

	Food	Mechanical and electrical systems	Structures	Textiles	Design	Make	Evaluate
Year 3 & 4	<ul style="list-style-type: none"> ✓ Join and combine a range of ingredients. 	<ul style="list-style-type: none"> ✓ Use mechanical systems such as levers and linkages. ✓ Incorporate a circuit into a model. ✓ Use electrical systems such as switches bulbs and buzzers. ✓ Use lolly sticks/card to make levers and linkages. ✓ Use linkages to make movement larger or more varied. 	<ul style="list-style-type: none"> ✓ Create shell or frame structures. ✓ Make structures more stable by giving them a wide base. 	<ul style="list-style-type: none"> ✓ Join fabrics using running stitch, over sewing, blanket stitch. ✓ Prototype a product using J cloths. ✓ Explore strengthening and stiffening of fabrics. ✓ Explore fastenings and recreate some. ✓ Sew on buttons and make loops. ✓ Use appropriate decoration techniques. 	<ul style="list-style-type: none"> ✓ Develop more than one design or adaptation of an initial design. ✓ Record the plan by drawing using annotated sketches. ✓ Begin to use cross-sectional and exploded diagrams. ✓ Use prototypes to develop and share ideas. ✓ Use CAD where appropriate. 	<ul style="list-style-type: none"> ✓ Prepare pattern pieces as templates for their design. ✓ Cut slots. ✓ Cut internal shapes. ✓ Use tools with accuracy. ✓ Use appropriate finishing techniques 	<ul style="list-style-type: none"> ✓ Draw/sketch products to help analyse and understand how products are made.

Year 5 & 6	<ul style="list-style-type: none"> ✓ Prepare food products taking into account the properties of ingredients and sensory characteristics. ✓ Weigh and measure using scales. ✓ Use a range of cooking techniques. 	<ul style="list-style-type: none"> ✓ Use mechanical systems such as cams ✓ Program, monitor and control using ICT. 	<ul style="list-style-type: none"> ✓ Cut strip wood, dowel, square section wood accurately to 1mm. ✓ Join materials using appropriate methods. ✓ Build frameworks to support mechanisms. ✓ Stiffen and reinforce complex structures. 	<ul style="list-style-type: none"> ✓ Create 3D products using pattern pieces and seam allowances. ✓ Decorate textiles appropriately (often before joining components). ✓ Pin and tack fabric pieces together. ✓ Join fabrics using over sewing, back stitch, blanket stitch or machine stitching (closer supervision). ✓ Combine fabrics to create more useful properties. ✓ Make quality products. 	<ul style="list-style-type: none"> ✓ Record ideas using annotated diagrams. ✓ Use models, kits and drawings to help formulate design ideas. ✓ Combine modelling and drawing to refine ideas. ✓ Use exploded diagrams and cross-sectional diagrams to communicate ideas. ✓ Sketch and model alternative ideas. ✓ Use CAD where appropriate. 	<ul style="list-style-type: none"> ✓ Make prototypes. ✓ Use a computer to model ideas. ✓ Select from and use a wide range of tools. ✓ Cut accurately and safely to a marked line. ✓ Select from and use a wide range of materials. ✓ Use appropriate finishing techniques for the project. 	<ul style="list-style-type: none"> ✓ Knowledge based (See knowledge progression document)
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