

THREE PEAKS PRIMARY ACADEMY – DT SKILLS AND LANGUAGE PROGRESSION

	Year 1 Skills	Year 1 Language	Year 2 Skills	Year 2 Language
Mastering Practical Skills : Food	-Cut, peel or grate ingredients safely and hygienically. -Assemble or cook ingredients.	Cut, peel,grate,knife, chop slice.	-Measure or weigh using measuring cups or electronic scales. -Assemble or cook ingredients.	Scales, grams, cup full, half a cup, mix, stir, oven, temperature, mixing bowl.
Mastering Practical Skills : Materials	-Cut materials safely using tools provided. -Measure and mark out to the nearest centimetre. -Demonstrate a joining technique (split pin). -Demonstrate a range of cutting and shaping techniques (cutting and folding).	cut, fold, bend, join, glue, stick.	-Cut materials safely using tools provided. -Measure and mark out to the nearest centimetre. -Demonstrate a joining technique (clay). -Demonstrate a range of cutting and shaping techniques (cutting, folding, shaping, rolling).	cut, fold, bend, join, glue, stick, roll, attach, mold, smooth.
Mastering Practical Skills: Mechanics	-Create products using levers, wheels and winding mechanisms.	axle, wheel, chassis	-Create products using winding mechanisms.	hinge, winder, handle
Designing, Making, Evaluating and Improving	-Design products that have a clear purpose and an intended user. --- -Make products, refining the design process as the work progresses.	make, build, god/bad	-Design products that have a clear purpose and an intended user.	Create, design, positive/negative
Taking Inspiration from Design Throughout History	-Explore objects and designs to identify likes and dislikes of the designs. -Suggest improvements to the existing designs. -Explore how products have been created.	design, improvements, creation	-Identify some of the great designers in all areas of study to generate ideas for designs. -Improve upon existing designs, giving reasons for choices.	designers, generate, reasons, choices

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	Year 3 Skills	Year 3 Language	Year 4 Skills	Year 4 Language
Mastering Practical Skills : Food	-Prepare ingredients hygienically. -Follow a recipe. -Measure ingredients to the nearest gram accurately. – -Assemble/cook ingredients.	Melt, measure, gram, heat, temperature, scales, set.		
Mastering Practical Skills : Materials	-Cut materials accurately and safely by selecting appropriate tools. – -Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material. -Select appropriate joining techniques.	cut, join, attach, mold, stick.	-Cut materials accurately and safely by selecting appropriate tools. -Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material. -Select appropriate joining techniques. -Measure and mark out to the nearest millimetre.	clamp, cut, saw, measure, sand, attach, join.
Mastering Practical Skills: Mechanics			-Create products using wheels	axle, chassis, wheel, cam, spacer
Designing, Making, Evaluating and Improving	-Make products by working efficiently. -Refine work and technique as work progresses, continually evaluating the product design.	Refine, evaluate, product design	-Make products by working efficiently. -Refine work and technique as work progresses, continually evaluating the product design. -Design with purpose by identifying opportunities to design.	efficient/ly, technique, purpose, reinforce, fortify
Taking Inspiration from Design Throughout History	-Identify some of the great designers in all areas of study to generate ideas for designs. Improve upon existing designs, giving reasons for choices.	designers, generate, reasons, choices	-Improve upon existing design, giving reasons for choices. -Disassemble products to understand how they work. Identify some of the great	Disassemble, generate, creations

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			designers in all areas of study to generate ideas for designs.	
	Year 5 Skills	Year 5 Language	Year 6 Skills	Year 6 Language
Mastering Practical Skills : Food			-Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms). -Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. -Create and refine recipes, including ingredients, methods, cooking times and temperatures.	Knead, rub in, prove, measure, mixing bowl, spoons, yeast, scales, sieve, mix, stir, grams, weigh.
Mastering Practical Skills : Materials	-Cut materials with precision and refine the finish with appropriate tools. -Show an understanding of the qualities of materials to choose appropriate tools to cut and shape.	saw, shape, mold, cut, stick, tie, lever.	-Cut materials with precision and refine the finish with appropriate tools. -Show an understanding of the qualities of materials to choose appropriate tools to cut and shape.	saw, shape, mold, cut, stick, tie, lever.
Mastering Practical Skills: Mechanics	-Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers)	beam, fulcrum, load, pivot,		
Designing, Making, Evaluating and Improving	-Design with the user in mind, motivated by the service a product will offer (rather than by profit). -Make products through stages of prototypes, making continual refinements. – Ensure products have a high quality finish using art skills where appropriate.	service, product, prototype, refinements.	-Design with the user in mind, motivated by the service a product will offer (rather than by profit). -Make products through stages of prototypes, making continual refinements. -Ensure products have a high quality finish using art skills where appropriate.	prototypes, refinements, purposeful, assessment.

<p>Taking Inspiration from Design Throughout History</p>	<p>-Identify some of the great designers in all of the areas of study (including pioneers) to generate ideas for designs. -Create new designs, giving reasons for choices. Evaluate the design of products so as to suggest improvements to the user experience.</p>	<p>pioneers, Evaluate/evaluation</p>	<p>-Identify some of the great designers in all of the areas of study (including pioneers in horticulture) to generate ideas for designs. -Evaluate the design of products so as to suggest improvements to the user experience.</p>	<p>pioneers, horticulture, impacts, improvements</p>
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