

Langshott Design and Technology Progression of Knowledge and Skills

2022-2023



Design







Early Learning Goals

Children at the expected level of development will:

Personal, Social and Emotional Development - ELG: Managing Self

understand the importance of healthy food choices

Physical Development - ELG: Fine Motor Skills

- Mold a pencil effectively in preparation for fluent writing using the tripod grip in almost all cases
- Use a range of small tools, including scissors, paint brushes and cutlery
- Begin to show accuracy and care when drawing.

Expressive Arts and Design - ELG: Creating with Materials

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used

Key Stage 1

When designing and making, pupils should be taught to:

Design

- 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, mock-ups and, where appropriate, information and communication technology

Make

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Technical knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles] in their products

Key Stage 2

When designing and making, pupils should be taught to:

Design

- 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 wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], 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

- 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

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- apply their understanding of computing to program, monitor and control their products

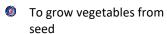
Progression of Knowledge and Skills Breakdown								
	Reception	1	2	3	4	5	6	
Knowledge of Culture, Great Sculptures, Architects, Fashion Designers and Chefs		Puppet Designer Jim Henson (Kermit the Frog) To discuss and explore the puppet designer Jim Henson To understand how Jim Henson helped shape the toy industry by creating Kermit the Frog	Architect Norman Foster (The Gherkin) To discuss and explore the architect Norman Foster To understand how Norman Foster helped develop and shape modern day architecture by designing The Gherkin	Jeweller Harry Winston To discuss and explore the jeweller Harry Winston To understand how Harry Winston helped develop and shape innovative jewellery within the fashion industry	Animator Walt Disney To discuss and explore the animator Walt Disney To understand how Walt Disney helped develop and shape animation within the visual entertainment industry	Costume Designer Julie Taymor (The Lion King) To discuss and explore the costume designer Julie Taymor To understand how Julie Taymor helped develop and shape innovative set design and costumes within theatrical productions	Engineer Isambard Brunel (Clifton Suspension Bridge) To discuss and explore the engineer Isambard Brunel to understand how Isambard Brunel helped develop and shape engineering and construction by designing the Clifton Suspension Bridge	
	Chef Mary Berry (Great British Bake Off) To discuss and explore the chef Mary Berry To understand how Mary Berry helped shape baking, cooking and healthy eating	Chef Tilly Ramsey (Matilda & the Ramsey Bunch) To discuss and explore the chef Tilly Ramsey To understand how Tilly Ramsey helped shape baking, cooking and healthy eating	Chef Nadiya Hussain (Great British Bake Off) To discuss and explore the chef Nadiya Hussain To understand how Nadiya Hussain helped develop and shape baking, cooking and healthy eating	Chef Hemsley Sisters (Hemsley + Hemsley) To discuss and explore the chefs Hemsley + Hemsley To understand how the Hemsley Sisters helped develop and shape cooking and healthy eating	Chef Jamie Oliver (Jamie's School Dinners) To discuss and explore the chef Jamie Oliver To understand how Jamie Oliver helped develop and shape cooking and healthy eating	Chef Gino D'Acampo (Gino's Italian Escape) To discuss and explore the chef Gino D'Acampo To understand how Gino D'Acampo helped develop and shape cooking and healthy eating	Chef Joe Wicks (Lean in 15) To discuss and explore the chef Joe Wicks To understand how Joe Wicks helped develop and shape cooking and healthy eating	
Textiles		To plan and sketch simple ideas for a puppet To design a functional puppet and communicate ideas through talking and simple drawings To experiment using a running stitch To select and use a range of tools and equipment to cut, shape and sew a puppet To select and use a range of materials to make a functional puppet To explore and evaluate the design and make process through discussions To make suggestions for future improvements		To plan and sketch realistic ideas for a purposeful piece of jewellery To design and develop an appealing and functional stone age piece of jewellery with annotated drawings To successfully make salt dough To accurately shape and mould the various parts of the jewellery piece To make a functional stone age piece of jewellery with aesthetic qualities To evaluate the positive stages of the design and make process To make suggestions for future improvements		 To plan and sketch innovative ideas for a protective pouch To design and develop a purposeful and functional protective pouch with explanations and annotated diagrams To experiment using a running and blanket stitch To accurately design and cut out a template pattern piece To sew with accuracy and control To make a functional protective pouch with aesthetic qualities To consider the views of others to make improvements To evaluate the positive stages of the design and make process To evaluate the challenges of the design and make process To make suggestions for future improvements 	To create a design brief for the costumes required for the summer production, through peer discussions and research To plan, design and sketch innovative ideas for a variety of functional upcycled costumes, for the summer production, with annotated and pictorial representations To experiment using a running, blanket and overcast stitch To select the appropriate textiles and clothing to upcycle To sew with accuracy and control To make a functional upcycled costume with aesthetic qualities To continually evaluate and modify the product to match the initial design To evaluate the positive stages of the design and make process To evaluate the challenges of the design and make process To make suggestions for future improvements	

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Vocabulary Structures	Design Make Evaluate Fabric Functional Needle Eye Thread Knot Running stitch Textiles Puppeteer		Design Make Evaluate Functional Purposeful Chain Clasp Embellishment Textiles Aesthetic Jeweller		Design Make Evaluate Functional Purposeful Innovative Textiles Needle Eye Thread Knot Fabric Pattern pieces Blanket stitch Running stitch Aesthetic	Design Make Evaluate Functional Purposeful Innovative Textiles Needle Eye Thread Upcycle Modify Blanket stitch Running stitch Overcast stitch Sustainability Aesthetic
Electrical Systems C		To plan and sketch simple ideas for a three-dimensional Tudor House To select a range of appropriate materials to represent a Tudor House To design a purposeful house and communicate ideas through talking and simple drawings To discuss and use mathematical knowledge of nets of cubes and cuboids To select and use a range of tools and equipment to cut, shape and join a structure To select and use a range of materials to make a purposeful house To know how to make a freestanding three-dimensional structure stronger, stiffer and more stable To explore and evaluate the design and make process through discussions To make suggestions for future improvements	To plan and sketch realistic ideas for a functional, exploding three-dimensional volcano To design and develop a lifelike volcano with annotated drawings and diagrams To discuss and use mathematical knowledge of nets of pyramids To discuss the scientific chemical reaction and the forces used to make the explosion To successfully use papermache to build a three-dimensional structure To accurately shape and mould the volcano to construct a strong, stable structure To make a functional three-dimensional volcano with aesthetic qualities To test the exploding chemical reaction To evaluate the positive stages of the design and make process To evaluate the challenges of the design and make process	To plan and sketch realistic ideas for a three-dimensional Iron Man To design and develop a purposeful and functional Iron Man with explanations and annotated drawings To discuss and use mathematical knowledge of nets of cubes and cuboids To understand and explain electrical systems linked to science To successfully build a three-dimensional structure To accurately cut, shape and join the Iron Man to construct a strong, stable structure To use an electrical system to create light-up eyes To make a functional three-dimensional Iron Man with aesthetic qualities To test the electrical system To evaluate the positive stages of the design and make process To make suggestions for future improvements		 To create a design brief for the construction of a three-dimensional bridge, through peer discussions and research To plan, design and sketch innovative ideas for a purposeful bridge with annotated and pictorial representations To develop and apply mathematical knowledge of nets To select the appropriate shapes, materials and components to build a three-dimensional structure To accurately cut, shape and join the bridge to construct a strong, stable structure To make a purposeful three-dimensional bridge with aesthetic qualities To continually evaluate and modify the product to match the initial design To evaluate the positive stages of the design and make process To evaluate the challenges of the design and make process To make suggestions for future improvements
Vocabulary		Design Make Evaluate	 To make suggestions for future improvements Design Make 	Design Make		Design Make
		Purposeful Three-dimensional Structure Freestanding Cut Join Shape Nets Cube Cuboid Architect	Evaluate Functional Purposeful Construct Nets Pyramid Shape Mould Structure Three-dimensional Chemical reaction Aesthetic	Evaluate Functional Structure Purposeful Nets Cube Cuboid Cut Shape Join Three-dimensional Electrical system Construct Aesthetic		Evaluate Functional Structure Purposeful Nets Cut Shape Join Construct Innovative Three-dimensional Components Modify Aesthetic Civil engineer

Mechanisms	 To plan and sketch simple ideas for a moving Easter card To design a functional Easter card and communicate ideas through talking and simple drawings To experiment using sliders and levers To select and use a range of tools and equipment to cut, shape and make a mechanism To select and use a range of materials to make a mechanism To test the moving mechanism To explore and evaluate the design and make process through discussions To make suggestions for future improvements 	To plan and sketch simple ideas for a moving rainforest animal To design a functional rainforest animal and communicate ideas through talking and drawings To experiment using levers and pivots To select and use a range of tools and equipment to cut, shape and make a purposeful mechanism To select and use a range of materials to make a functional mechanism To test the moving mechanism To explore and evaluate the design and make process through discussions To make suggestions for future improvements	To plan and sketch realistic ideas for a moving river scene To design and develop a purposeful and functional river scene with explanations and annotated drawings To discuss and explore the use of wheels, cams, axles and axle holders To successfully build a moving river scene using a cam mechanism To accurately cut, shape and join a moving river scene To make a functional moving river scene with aesthetic qualities To test the moving mechanism To evaluate the positive stages of the design and make process To make suggestions for future improvements	To plan and sketch innovative ideas for a moving dragon head To design and develop a purposeful and appealing dragon head with explanations and annotated diagrams To experiment using a pneumatic mechanism To explore and distinguish between fixed and loose pivots To develop and apply mathematical knowledge of nets To select the appropriate shapes, materials and components to build a pneumatic moving dragon head To accurately cut, shape and join the dragon head To make a functional pneumatic moving mechanism with aesthetic qualities To test the moving mechanism with aesthetic qualities To evaluate the positive stages of the design and make process To evaluate the challenges of the design and make process To make suggestions for future improvements Design Make	
Vocabulary	Evaluate Functional Mechanism Slider Lever Cut Shape	Evaluate Functional Purposeful Mechanism Lever Pivot Cut Shape	Evaluate Functional Purposeful Mechanism Cam Slide guide Pivot point Follower Cut Shape Join Dowelling Aesthetic Animator	Evaluate Functional Purposeful Pneumatic Mechanism Net Components Fixed pivot Loose pivot Cut Shape Join Aesthetic Costume designer	

Cooking and Nutrition





- To understand where food comes from
- To develop an understanding of healthy and unhealthy food
- To discuss the appropriate ingredients to make a healthy beetroot oaty bar



- To follow a simple recipe
- To make a beetroot oaty bar
- **(** To be clean and safe when cooking



- To try the food
- To describe what the food tastes like
- To explore and evaluate the food through discussions



- To grow vegetables from seed
- To understand where a variety of food comes from
- To have a basic understanding of a healthy and varied diet
- To discuss the appropriate ingredients to make a healthy pea hummus



- To follow a simple recipe
- To make pea hummus
- To be clean and safe when cooking



- To try the food
- To describe what the food tastes like
- To explore and evaluate the food through discussions
- To make suggestions for future improvements



- To grow vegetables from seed
- To understand where a variety of food comes from
- To understand the basic principles of a healthy and varied diet, including how fruit and vegetables are part of *The Eatwell Plate*
- To select and consider the appropriate ingredients to make a healthy veggie slaw



- To follow a recipe
- To make a veggie slaw
- To be clean and safe when cooking



- To try the food
- To describe what the food tastes like
- To explore and evaluate the
- food through discussions To make suggestions for future improvements



- To grow vegetables from seed
- To know where a range of fresh and processed ingredients, appropriate to the recipe, come from
- To understand the principles of a healthy and varied diet, including how fruit and vegetables are part of *The* Eatwell Plate
- To select and consider the appropriate ingredients to make healthy muffin frittatas



- To follow a recipe using the appropriate utensils
- To make muffin frittatas
- To be hygienic and safe when cooking



- To try the food
- To evaluate the positives of the cooking and tasting process
- To evaluate the challenges of the cooking process
- To make suggestions for future improvements



- To grow fruit and vegetables from seed
- To know where a range of fresh and processed ingredients, appropriate to the recipe, come from
- To begin to understand the positive and negative impact of different food groups
- To select and consider the appropriate ingredients to make healthy veggie nachos



- To follow a recipe using the appropriate utensils and cooking techniques
- To make veggie nachos
- To be hygienic and safe when cooking



- To try the food
- To evaluate the positives of the cooking and tasting process
- To evaluate the challenges of the cooking process

Evaluate

To make suggestions for future improvements



- To grow fruit and vegetables from seed
- To know where food is sourced and the impact it has on the environment
- To understand seasonality in relation to food products
- To select and consider the appropriate ingredients to make a healthy pizza



- To follow a recipe using the appropriate utensils and cooking techniques
- To make a healthy pizza To be hygienic and safe when cooking



- To try the food
- To evaluate the positives of the cooking and tasting process
- To evaluate the challenges of the cooking process
- To consider the views of others to make improvements
- To make suggestions for future improvements

Prepare Make



- To grow vegetables from seed
- To understand the importance and nutritional value of different food groups
- To understand the impact different foods can have on the human body
- To select and consider the appropriate ingredients to make healthy courgette fritters



- To follow a recipe using the appropriate utensils and cooking techniques
- To make courgette fritters To be hygienic and safe when



To try the food

cooking

- To evaluate the positives of the cooking and tasting process
- To evaluate the challenges of the cooking process
- To consider the views of others to make improvements
- To make suggestions for future improvements

Prepare Make

Evaluate

Healthy diet

Varied diet

Ingredients

Vocabulary



Evaluate lealthy Varied Ingredients Equipment Recipe **Growing Choosing Mixing** Sensory vocabulary eg. soft sticky sweet Clean

Make Bake



Healthy Varied Ingredients Equipment Recipe **Growing Choosing Blending** Cutting Sensory vocabulary eg. soft smooth crunchy

Prepare Make

Evaluate

Clean



Produce crisp zesty Clean



Equipment Recipe Growing Harvesting Grating Chopping Sensory vocabulary eg. crunchy



Prepare Make Evaluate Healthy diet Varied diet Ingredients Recipe **Utensils Texture** Harvesting Produce Appearance Smell Taste Fresh Raw Savoury Sweet Processed Hygiene



Recipe Utensils **Techniques Texture** Harvesting Produce Wholemeal Fresh Processed Raw Savoury Sweet Greasy Edible **Nutrition Fats Carbohydrates Proteins Vitamins Dairy** Hygiene



Healthy diet Varied diet Ingredients Recipe Utensils Yeast Dough Spices Seasonality Sourced Climate **Nutrition Grown** Reared Free-range Processed Air-miles Battery Combine Knead Whisk Beat Hygiene



Evaluate

Recipe Utensils Nutrition Fats Carbohydrates Proteins Vitamins Nutrients Fibre Dairy Gluten Allergy Intolerance Seasonality Source Combine Knead Whisk Beat Crumble Fold Hygiene