



Appleton Wiske Community Primary School Design and Technology Progression



Year	Knowledge	Skills	Key Vocabulary
Year 1	<ul style="list-style-type: none">- Understand basic design criteria focusing on simple, purposeful products for themselves or others (e.g., a simple toy or tool)- Recognise basic materials (paper, fabric, plastic)	<ul style="list-style-type: none">- Generate simple ideas through talking and drawing- Use basic tools safely (cutting, joining)- Explore simple templates and mock-ups	Design, purpose, materials, cut, join, shape, product
Year 2	<ul style="list-style-type: none">- Know that products have different purposes and users- Begin to understand simple design criteria and the function of materials	<ul style="list-style-type: none">- Develop ideas through drawings and simple models- Use a wider range of tools and equipment with increasing control- Begin to select materials based on their properties	Design criteria, functional, model, tools, materials, finish
Year 3	<ul style="list-style-type: none">- Understand how to design products that meet specific criteria, including basic functionality and appeal- Recognise a wider range of materials and their characteristics	<ul style="list-style-type: none">- Generate and communicate ideas using annotated sketches and simple prototypes- Use cutting, shaping, joining, and finishing techniques with more accuracy	Prototype, annotate, functional, materials, join, finish
Year 4	<ul style="list-style-type: none">- Understand how products can be made stronger, stiffer, and more stable- Know about simple mechanisms (levers, sliders)	<ul style="list-style-type: none">- Develop and model ideas using discussion, annotated sketches, and mock-ups- Select appropriate tools and materials for tasks, working with greater precision	Mechanism, lever, slider, structure, stability, reinforce
Year 5	<ul style="list-style-type: none">- Know how to research and develop detailed design criteria for innovative, functional products for specific users- Understand a broader range of mechanisms (gears, pulleys) and electrical systems (series circuits)	<ul style="list-style-type: none">- Generate detailed designs using cross-sectional diagrams and prototypes- Use a wider range of tools and materials accurately, including construction materials and textiles- Begin to apply basic programming to control products	Design criteria, gear, pulley, circuit, prototype, programming
Year 6	<ul style="list-style-type: none">- Understand how key designers and technological advances have influenced products	<ul style="list-style-type: none">- Develop and communicate complex designs including exploded diagrams and computer-aided design (CAD)- Use a broad range of tools and materials with precision	CAD, evaluation, seasonality, savoury,

	<ul style="list-style-type: none"> - Know principles of healthy diets and seasonality in cooking 	<ul style="list-style-type: none"> - Prepare and cook a variety of savoury dishes using multiple techniques - Evaluate and improve products based on criteria and feedback 	<ul style="list-style-type: none"> mechanism, electrical system, programming
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This progression framework is carefully designed to build pupils' knowledge and skills incrementally from simple to more complex design and making tasks, aligned with Appleton Wiske Community Primary School's vision of providing a deep, rich, and challenging curriculum. It supports the school's improvement priorities by embedding high-quality teaching and learning that ensures good progress for all pupils, including SEND and disadvantaged groups, through clear skill development and knowledge acquisition. The inclusion of practical, technical, and evaluative elements fosters resilience and independence, preparing pupils effectively for future education.