



DT Overview and Progression Grid

F1	Topics to be covered over the year: (As a school, we always follow a child's line of enquiry within their learning, which can direct the topics too.)
Vocabulary	models, cut, join, cook, make, discuss, create, chop, slice, build, like, dislike
Through Direct Teaching and Continuous Provision	<p>The children have opportunities to explore making their own models, using a variety of construction resources. Later on in the year, some children begin to build with a purpose.</p> <p>Throughout our provision we have mark making resources available, in most areas, so that children can design a model/product no matter what area they are in. For example this could be designing and building a house in the construction area or creating and following a recipe in the home corner.</p> <p>Children are encouraged and supported through adult interactions within the provision to think about the purpose of their designs and evaluate their effectiveness through discussion. Our children will also have opportunities to follow a recipe to cook or bake an edible product that they can taste and evaluate through discussion.</p> <p>Some examples of DT skills and knowledge that the children will have opportunities to develop in F1 are:</p> <ul style="list-style-type: none">• Using cooking/baking utensils effectively and safely• Understanding of Health and Safety rules and their importance• Building/construction using a wide range of resources/media• Creating for a purpose• Evaluating a product through discussion

Tell me three things!

I can make a model.

I can discuss my model verbally.

**I can discuss what I like about my
model.**

F2	<p>Topics to be covered over the year: Personal and Social, Religious Festivals, Stars and Space, Growing, Seaside, Farm</p> <p>(As a school, we always follow a child's line of enquiry within their learning, which can direct the topics too.)</p>
Vocabulary	cut, join, cook, design, make, evaluate, create, chop, slice, build, like, dislike
Through Direct Teaching and Continuous Provision	<p>Throughout F2 our children will have opportunities to explore designing their own products with a purpose and creating and evaluating them. Throughout our provision we have mark making resources available so that children can design their product no matter what area they are in. For example this could be designing and building a house in the construction area or creating and following a recipe in the home corner. Children are encouraged and supported through adult interactions within the provision to think about the purpose of their designs and evaluate their effectiveness through discussion. Our children will also have opportunities to follow a recipe to cook or bake an edible product that they can taste and evaluate through discussion.</p> <p>Some examples of DT skills and knowledge that the children will have opportunities to develop in F2 are:</p> <ul style="list-style-type: none"> ● Using cooking/baking utensils effectively and safely ● Understanding of Health and Safety rules and their importance ● Building/construction using a wide range of resources/media ● Creating for a purpose ● Evaluating a product through discussion
By the end of Foundation 2 the children will be able to:	<ul style="list-style-type: none"> ● 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.



	<ul style="list-style-type: none">• Use a range of small tools, including scissors, paint brushes and cutlery.
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Tell me three things!		
I can draw a plan for a product I want to make and tell you about it.	I can create a product with a purpose and discuss it's purpose verbally.	I can evaluate my product verbally and discuss what I like about it.



Year 1	Topics to be covered over the year: Cooking and Nutrition, Structures, Textiles, Moving Mechanisms.
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Vocabulary	Join, healthy diet, ingredients, equipment, fabric, design, make, evaluate, product.
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Design	Make	Evaluate	Technical Knowledge	Cooking and Nutrition	Building Structures	Textiles	Moving Mechanisms
Create a simple design and verbally explain what they intend to do.	Use a range of tools safely for cutting and joining.	Give a simple evaluation of a product by explaining what they feel worked well and what they would do differently next time.	Describe the purpose of a structure.	Use Utensils to safely cut and prepare food.	Design, make and evaluate a tower inspired by Rapunzel's Tower.	Design, make and evaluate puppets.	Design, make and evaluate moving pictures.

Share ideas through talking and drawing.	Manipulate materials to create a desired effect.	Evaluate their own product and discuss how they would adapt their design to make improvements.	Show an understanding of how materials can be manipulated to improve the stability of structures.	Show understanding of a healthy diet and prepare healthy dishes.			Design, make and evaluate pop up books.
			Explore how mechanisms can make things move.				

Tell me 5 things!				
I can draw a simple design and explain what I plan to do verbally.	I can tell you what worked well about a product I made and what I could improve next time.	I can tell you why I used a certain tool(s) to help me make my product.	I can tell you about the purpose of my product.	I can tell you how to use utensils to safely prepare healthy food.

Year 2			Topics to be covered over the year: Manipulation of Materials/Origami, Textiles, Structure, Moving Mechanisms.				
Vocabulary			Design, make, evaluate, product, mechanism, axel, wheel, running stitch.				
Design	Make	Evaluate	Technical Knowledge	Manipulation of Materials/Origami	Textiles	Structure	Moving Mechanisms
Design a product with a purpose and be able to explain this verbally.	Use a range of tools for cutting, shaping, joining and finishing.	Evaluate their product and explain what they think worked well and what they could do next time to improve their product.	Identify when a structure is more or less stable than another.	Design, make and evaluate paper boats.	Design, make and evaluate animal puppets out of felt.	Design, make and evaluate clay 'Bog Babies'	Design, make and evaluate a moving car.
Share my ideas through talking, drawing and using technology.	Use materials that are suitable for a product based on their properties.	Give constructive feedback to a peer about their product.	Know that structures with large, flat bases are more stable.			Design, make and evaluate 'Willow Pattern Plates'	

			Show an understanding of how axels help wheels to move.				
			Show an understanding of how a group of mechanisms work together to make an object move.				

Tell me 5 things you know!				
I can design a product with a purpose and explain why I have chosen to use certain materials to make it.	I can evaluate and tell you how I would tweak my product to make it even better.	I can tell and show you how to use a simple running stitch to join two pieces of material together.	I can tell you how to manipulate mechanisms effectively to make an object move.	I can tell and show you how to use a range of tools effectively and safely.