St. Michael's Primary School Key Stage One Skill Progression: Design Technology

Working with tools, equipment, materials and components to make quality products	Autumn	Spring	Summer
Begin to select tools and materials; use correct vocabulary to name and describe them.			
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.			
Identify and talk about products which use electricity to make them work			
With help measure, cut and score with some accuracy.			
Learn to use hand tools safely and appropriately.			
Start to assemble, join and combine materials in order to make a product – e.g. a pop up card			
Demonstrate how to cut, shape and join fabric to make a simple product.			
Use basic sewing techniques.			
Start to choose and use appropriate finishing techniques based on own ideas.			
Select the best tools and materials			
Be able to join things (materials/ components) together in different ways			
Measure materials to use in a model or structure			
Create working circuits to light a bulb or work a buzzer			
Attach features to a vehicle (e.g. an axel and wheels)			
Join fabric using a running stitch, glue and tape			
Evaluating processos and products		. .	C
Evaluating processes and products	Autumn	Spring	Summer
Evaluating processes and products Evaluate their work against their design criteria.	Autumn	Spring	Summer
	Autumn		
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible	Autumn		
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why.			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition	Autumn	Spring Spring	Summer
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition Begin to understand that all food comes from plants or animals.			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition Begin to understand that all food comes from plants or animals. Explore common food sources (e.g. from food or animals) Start to understand how to name and sort foods into the five groups in (e.g. could use the 'The Eat			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition Begin to understand that all food comes from plants or animals. Explore common food sources (e.g. from food or animals)			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition Begin to understand that all food comes from plants or animals. Explore common food sources (e.g. from food or animals) Start to understand how to name and sort foods into the five groups in (e.g. could use the 'The Eat			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition Begin to understand that all food comes from plants or animals. Explore common food sources (e.g. from food or animals) Start to understand how to name and sort foods into the five groups in (e.g. could use the 'The Eat well plate')			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition Begin to understand that all food comes from plants or animals. Explore common food sources (e.g. from food or animals) Start to understand how to name and sort foods into the five groups in (e.g. could use the 'The Eat well plate') Know that everyone should eat at least five portions of fruit and vegetables every day (check current			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition Begin to understand that all food comes from plants or animals. Explore common food sources (e.g. from food or animals) Start to understand how to name and sort foods into the five groups in (e.g. could use the 'The Eat well plate') Know that everyone should eat at least five portions of fruit and vegetables every day (check current guidelines!) Recognise the need for a variety of food in a diet			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition Begin to understand that all food comes from plants or animals. Explore common food sources (e.g. from food or animals) Start to understand how to name and sort foods into the five groups in (e.g. could use the 'The Eat well plate') Know that everyone should eat at least five portions of fruit and vegetables every day (check current guidelines!)			
Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition Begin to understand that all food comes from plants or animals. Explore common food sources (e.g. from food or animals) Start to understand how to name and sort foods into the five groups in (e.g. could use the 'The Eat well plate') Know that everyone should eat at least five portions of fruit and vegetables every day (check current guidelines!) Recognise the need for a variety of food in a diet			
 Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying what went well and possible changes they might make next time. With confidence talk about their ideas Food and Nutrition Begin to understand that all food comes from plants or animals. Explore common food sources (e.g. from food or animals) Start to understand how to name and sort foods into the five groups in (e.g. could use the 'The Eat well plate') Know that everyone should eat at least five portions of fruit and vegetables every day (check current guidelines!) Recognise the need for a variety of food in a diet Demonstrate how to prepare simple dishes safely and hygienically, without using a heat source. 			