## Design Technology Skills Progression - EYFS \& Key Stage 1

EYFS Implementation

|  | EYFS Implementation | Year 1 Implementation | Year 2 Implementation | Impact |
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| $\begin{aligned} & \text { 등 } \\ & \stackrel{0}{0} \end{aligned}$ | *Select appropriate resources *Use gestures, talking and arrangements of materials and components to show design <br> * Use contexts set by the teacher and myself <br> *Use language of designing and making (join, build, shape, longer, shorter, heavier etc.) | * have own ideas <br> * explain what I want to do <br> *explain what my product is for, and how it will work <br> * use pictures and words to plan, begin to use models <br> * design a product for myself following design criteria *research similar existing products | * have own ideas and plan what to do next <br> * explain what I want to do and describe how I may do it <br> * explain purpose of product, how it will work and how it will be suitable for the user <br> * describe design using pictures, words, models, diagrams, begin to use ICT <br> * design products for myself and others following design criteria <br> * choose best tools and materials, and explain choices <br> * use knowledge of existing products to produce ideas | Design purposeful, functional, appealing products for themselves and other users based on design criteria <br> *Generate, develop, model and communicate their ideas through talking, drawing, templates, mockups and, where appropriate*, information and communication technology |
| O $\frac{0}{0}$ $\frac{1}{0}$ D | *Adapt work if necessary <br> *Dismantle, examine, talk about existing objects/structures <br> *Consider and manage some risks <br> *Practise some appropriate safety <br> measures independently <br> *Talk about how things work <br> *Look at similarities and differences <br> between existing objects / materials / <br> tools <br> *Show an interest in technological toys <br> *Describe textures | *talk about my work, linking it to what I was asked to do <br> * talk about existing products considering: use, materials, how they work, audience, where they might be used <br> *talk about existing products, and say what is and isn't good <br> * talk about things that other people have made <br> *begin to talk about what could make product better | * describe what went well, thinking about design criteria <br> * talk about existing products considering: use, materials, how they work, audience, where they might be used; express personal opinion *evaluate how good existing products are <br> *talk about what I would do differently if I were to do it again and why | *Explore and evaluate a range of existing products *Evaluate their ideas and products against design criteria |


| $\begin{aligned} & \text { D } \\ & \frac{1}{\sigma} \\ & \Sigma \end{aligned}$ | *Construct with a purpose, using a variety of resources <br> *Use simple tools and techniques <br> *Build / construct with a wide range of objects <br> *Select tools \& techniques to shape, assemble and join <br> *Replicate structures with materials / components <br> *Discuss how to make an activity safe and hygienic <br> *Record experiences by drawing, writing, voice recording <br> *Understand different media can be combined for a purpose | *explain what l'm making and why <br> *consider what I need to do next <br> *select tools/equipment to cut, shape, join, finish and explain choices <br> *measure, mark out, cut and shape, with support <br> *choose suitable materials and explain choices <br> *try to use finishing techniques to make product look good <br> *work in a safe and hygienic manner | *explain what I am making and why it fits the purpose <br> *make suggestions as to what I need to do next. <br> *join materials/components together in different ways <br> *measure, mark out, cut and shape materials and components, with support. <br> *describe which tools I'm using and why <br> *choose suitable materials and explain choices depending on characteristics. *use finishing techniques to make product look good <br> *work safely and hygienically | *Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] <br> *Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics |
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|  | *Begin to understand some food preparation tools, techniques and processes <br> *Practise stirring, mixing, pouring, blending <br> *Discuss how to make an activity safe and hygienic <br> *Discuss use of senses <br> *Understand need for variety in food <br> *Begin to understand that eating well contributes to good health | *describe textures <br> *wash hands \& clean surfaces <br> *think of interesting ways to decorate food <br> *say where some foods come from, (i.e. plant or animal) <br> *describe differences between some food groups (i.e. sweet, vegetable etc.) *discuss how fruit and vegetables are healthy <br> *cut, peel and grate safely, with support | *explain hygiene and keep a hygienic kitchen <br> *describe properties of ingredients and importance of varied diet <br> *say where food comes from (animal, underground etc.) <br> *describe how food is farmed, homegrown, caught <br> *draw eat well plate; explain there are groups of food <br> *describe "five a day" <br> *cut, peel and grate with increasing confidence | *Use the basic principles of a healthy and varied diet to prepare dishes <br> *Understand where food comes from. |
|  |  | *begin to measure and join materials, with some support <br> *describe differences in materials <br> *suggest ways to make material/product stronger | *measure materials <br> *describe some different characteristics of materials <br> *join materials in different ways <br> *use joining, rolling or folding to make it stronger <br> *use own ideas to try to make product stronger | *Build structures, exploring how they can be made stronger, stiffer and more stable |



