

**Caroline Haslett Primary School**

**DT progression grid EYFS - Y6**

**Years 1 to 6**

Key skills	1	2	3	4	5	6
<b>Practical skills – Food</b>	<p>Cut and peel ingredients safely and hygienically.</p> <p>Measure using measuring cups.</p> <p>Assemble or cook ingredients.</p>	<p>Cut, peel or grate ingredients safely and hygienically.</p> <p>Measure or weigh using electronic scales.</p> <p>Assemble or cook ingredients.</p>	<p>Prepare ingredients hygienically using appropriate utensils.</p> <p>Measure ingredients to the nearest gram accurately.</p> <p>Follow a simple recipe, consider how it could be refined.</p> <p>Assemble or cook ingredients.</p>	<p>Prepare ingredients hygienically using appropriate utensils.</p> <p>Follow a recipe and refine.</p> <p>Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking)</p>	<p>Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.</p> <p>Begin to demonstrate a range of baking and cooking techniques.</p> <p>Create and refine recipes, including ingredients, methods, cooking times and temperatures</p>	<p>Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms).</p> <p>Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.</p> <p>Confidently demonstrate a range of baking and cooking techniques.</p> <p>Create and refine recipes, including ingredients, methods,</p>

						cooking times and temperatures
<b>Practical skills – Materials</b>	<p>Cut materials safely using tools provided.</p> <p>Demonstrate a range of cutting and shaping techniques (such as tearing, cutting and folding).</p> <p>Demonstrate a range of joining techniques (such as gluing, taping, hinges or combining materials to strengthen)</p>	<p>Cut materials safely using tools provided.</p> <p>Measure and mark out to the nearest centimetre .</p> <p>Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</p> <p>Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen)</p>	<p>Cut materials accurately and safely by selecting appropriate tools.</p> <p>Apply appropriate cutting and shaping techniques</p> <p>Select appropriate joining techniques.</p>	<p>Cut materials accurately and safely by selecting appropriate tools.</p> <p>Measure and mark out to the nearest millimetre.</p> <p>Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).</p> <p>Select appropriate joining techniques.</p>	<p>Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape).</p> <p>Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper).</p>	

<b>Practical skills – Textiles</b>	<p>Shape textiles using templates.</p> <p>Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).</p> <p>Join textiles using running stitch.</p>	<p>Colour and decorate textiles (techniques such as adding sequins, ribbon, wool, additional material)</p>	<p>Understand the need for a seam allowance.</p> <p>Join textiles with appropriate stitching.</p> <p>Select the most appropriate techniques to decorate textiles (such as dyeing, adding sequins or printing).</p>		<p>Create objects that employ a seam allowance.</p> <p>Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration).</p>	<p>Create objects (such as a cushion) that employ a seam allowance.</p> <p>Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration).</p> <p>Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion).</p>
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<b>Practical skills – Electricals and Electronics</b>				Create series and parallel circuits	Create circuits using electronics kits that employ a number of components (such as motors and switches).	Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips).
<b>Practical skills – Construction</b>	Use materials to practise cutting and joining.	Use materials to practise sawing, joining and finishing to make and strengthen products.	Choose suitable techniques to construct products or to repair items.	Strengthen materials using suitable techniques.	Develop a range of practical skills to create products (such as cutting, drilling and screwing, gluing and sanding)	Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding)
<b>Practical skills – Mechanics</b>	Create products using axles and wheels.	Create products using sliders and levers.	Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms and pulleys )	Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).	Use innovative combinations of electronics (or computing) and mechanics in product designs	Convert rotary motion to linear using cams.

<b>Design, make, evaluate and improve.</b>	<p>Explore objects and designs to identify likes and dislikes of the designs.</p> <p>Design products that have a clear purpose and an intended user.</p> <p>Make products, refining the design as work progresses.</p> <p>Suggest improvements to existing designs.</p>	<p>Explore how products have been created.</p> <p>Design products that have a clear purpose and an intended user.</p> <p>Make products, refining the design as work progresses.</p> <p>Suggest improvements to existing designs.</p>	<p>Disassemble products to understand how they work</p> <p>Design with purpose by identifying opportunities to design.</p> <p>Make products by working efficiently (such as by carefully selecting materials).</p> <p>Refine work and techniques as work progresses, continually evaluating the product design.</p> <p>Use software to design and represent product designs.</p>	<p>Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.</p> <p>Design with purpose by identifying opportunities to design.</p> <p>Make products by working efficiently (such as by carefully selecting materials).</p> <p>Make products through stages of prototypes, making continual refinements.</p> <p>Improve upon existing designs, giving reasons for choices.</p>	<p>Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).</p> <p>Make products through stages of prototypes, making continual refinements.</p> <p>Create innovative designs that improve upon existing products.</p> <p>Evaluate the design of products so as to suggest improvements to the user experience.</p>	<p>Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).</p> <p>Ensure products have a high quality finish, using art skills where appropriate.</p> <p>Evaluate the design of products so as to suggest improvements to the user experience.</p>
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