



St John's Design Technology Progression of Knowledge

Knowledge	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Food	• Show some understanding where a range of fruit and vegetables come from e.g. farmed or grown at home. • Understand and use basic principles of a healthy and varied diet • Know and use technical and sensory vocabulary relevant to the project.	• Understand where a range of fruit and vegetables come from e.g. farmed or grown at home. • Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The eatwell plate. • Know and use technical and sensory vocabulary relevant to the project.	Understand where a range of fruit and vegetables come from e.g. farmed or grown at home. • Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The eatwell plate. • Know and use technical and sensory vocabulary relevant to the project.	• Know how to use appropriate equipment and utensils to prepare and combine food. • Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught. • Know and use relevant technical and sensory vocabulary appropriately.	• Know how to use appropriate equipment and utensils to prepare and combine food. • Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught. • Know and use relevant technical and sensory vocabulary appropriately.	• Know how to use utensils and equipment including heat sources to prepare and cook food. • Understand about seasonality in relation to food products and the source of different food products. • Know and use relevant technical and sensory vocabulary.	• Know how to use utensils and equipment including heat sources to prepare and cook food. • Understand about seasonality in relation to food products and the source of different food products. • Know and use relevant technical and sensory vocabulary.

Materials and Construction	• Know how to make freestanding structures • Know and use technical vocabulary relevant to the project.	• Know how to make freestanding structures stronger, stiffer and more stable. • Know and use technical vocabulary relevant to the project.		• Develop and use knowledge of how to construct strong, stiff shell structures. • Develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes. • Know and use technical vocabulary relevant to the project.	• Understand how to strengthen, stiffen and reinforce 3-D frameworks. • Know and use technical vocabulary relevant to the project.
Textiles	• Understand how to join materials using different techniques e.g. stitching, glue, • Explore different finishing techniques • Know and use technical vocabulary relevant to the project.	• Understand how simple 3-D textile products are made, using a template to create two identical shapes. • Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. • Explore different finishing techniques • Know and use technical vocabulary relevant to the project.		• Know how to strengthen, stiffen and reinforce existing fabrics. • Understand how to securely join two pieces of fabric together. • Understand the need for patterns and seam allowances. • Know and use technical vocabulary relevant to the project.	• Produce a 3-D textile product from a combination of accurately made pattern pieces, fabric shapes and different fabrics. • Understand how fabrics can be strengthened, stiffened and reinforced where appropriate. • Know and use technical vocabulary relevant to the project.
Mechanisms/mechanical systems	• Explore and use sliders and levers. • Know and use technical vocabulary relevant to the project.	• Explore and use sliders and levers. • Understand that different mechanisms produce different types of movement. • Know and use technical vocabulary relevant to the project.	• Explore and use wheels, axles and axle holders. • Distinguish between fixed and freely moving axles. • Know and use technical vocabulary relevant to the project.	• Understand and use lever and linkage mechanisms. • Distinguish between fixed and loose pivots. • Know and use technical vocabulary relevant to the project.	• Understand that mechanical and electrical systems have an input, process and an output. • Understand how gears and pulleys can be used to speed up, slow down or change the direction of movement. - Know and use technical vocabulary relevant to the project.

Electrical Systems				• Understand and use electrical systems in their products linked to science coverage. • Apply their understanding of computing to program and control their products. • Know and use technical vocabulary relevant to the project.	• Understand and use electrical systems in their products linked to science coverage. • Apply their understanding of computing to program, monitor and control their products. • Know and use technical vocabulary relevant to the project.
--------------------	--	--	--	--	---