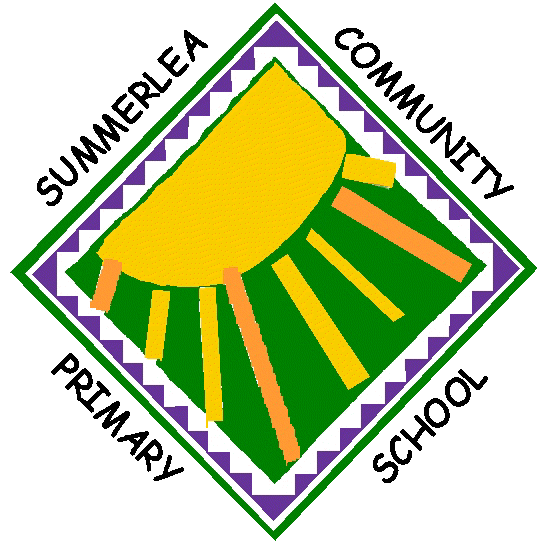
**Design and Technology Vocabulary Progression**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Curriculum Domains/**  **Threshold concepts** | **EYFS** | **Year 1 & Year 2** | **Year 3 & Year 4** | **Year 5 & Year 6** |
| **Design** | design  draw  ideas  make  models | plan  develop  starting point  choose  best tools  diagram/s  evaluate  user  purpose  design criteria  product  function  features  suitable  quality mock-up  design brief | criteria  attractive  step by step plan  order  equipment  tools  describe  labelled  sketch  realistic  influence  designers  explain  persevere  adapt  original  communicate  sketch  suggest  improvements  prototype  annotated sketch  functional  label  name of products  names of equipment  utensils  techniques and ingredients  annotated sketch  sensory evaluations  prototype  innovative  appealing  research  constraints  investigate  font  lettering  text  graphics  decision , | range of ideas  collect information  different sources  produce  detailed  appeal  specific audience  pulleys  gears  users view  suggest  alternative plans  positives  drawbacks  use  market research  inform  follow  refine  justify plan  convince  culture  society  constraints  relation to audience  annotated sketches  exploded diagrams  mechanical system  input movement  process  output movement  design specification  research  design criteria  annotate  design decisions  functionality  authentic  mock-up  functional  function  design specification |
| **Make** | build  ideas  make  model  tools | produce  measure  different ways  choose  resources  explain  structure  strong/er  arrange  construction  slider  lever  pivot  slot  bridge/guide  cut cutting  fold  join joining  fix  assembling  shaping  finishing  fixed  free  moving, movement  mechanism  names of tools  equipment and materials used | follow  equipment  materials  select  appropriate  techniques  electrical component  mechanical component  accurate  holes  shape/shaping  mould  task  knowledge  product  awareness of audience  marking out  scoring  tabs  adhesives  assemble  stiff  reduce, reuse, recycle  corrugating  ribbing  laminating  name of products, names of equipment, utensils, techniques and ingredients | competently  prototype  final piece  pulleys  gears  persevere  stages of making  process  precise  fit for purpose  refine  improve  mouldable materials  use  specific tool  specific task  correctly  safely  specific action  change work  frame structure  stiffen  strengthen  reinforce  triangulation  stability  temporary  permanent |
| **Evaluate** | like  don’t like  better  worse | describe  explain  working well  not working well  chosen materials  what went well  consider  how  improvements/improve  **construction**  change  make design even better if…  purpose | why  has been successful  has not been successful  suggest  appearance  altered  check/ing | alternative plans  positive features  drawbacks  function  original criteria  best it can be  fit for purpose  refine  test  clear criteria  decide  fit for purpose  evaluate resources  justify  selected materials |
| **Technical Textiles Mechanisms materials** | textiles  bead  button  fabric  felt  scissors  sew  materials  sellotape  glue stick  masking tape  paper clip  plasticine  ruler  straw | make  model  stronger textiles  textile  feel  glue mechanisms  move  cut  materials  scissors  describe  sliders  strong  stable  wheels  levers  textiles  measure  cut mechanisms  moving  add materials  measure  model or structure  folding  rolling  stronger  vehicle, wheel axle, axle holder, chassis, body, cab  template, pattern pieces, mark out decorate, finish  structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved | strengthen  stiffening  reinforce  structure textiles  qualities mechanisms  components  suitability  strengthen  stiffen  cams  levers  linkages  textiles  make  product  strong  devise  template mechanisms  lights  switches  buzzers  electrical systems  add  circuits  technology  computer  design  model  programme  fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance  mechanism, lever, linkage, pivot, slot, bridge, guide  system, input, process, output  linear, rotary, oscillating, reciprocating  components, fixing, attaching, tubing, syringe, plunger, split pin, paper fastener  pneumatic system, input movement, process, output movement, control, compression, pressure, inflate, deflate, pump, seal, air-tight  shell structure, three-dimensional (3-D) shape, net, cube, cuboid, prism, vertex, edge, face, length, width, breadth, capacity  series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor, crocodile clip, control, program, system, input device, output device  light emitting diode (LED), bulb, bulb holder, USB cable, | attractive  concertina  reinforce  linkages  computer-aided design  monitor  control  mechanisms  enhance a given product  circuit  adding a circuit  improve their product  electrical system  bulb  motor  wire  seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces  name of textiles and fastenings used, pins, needles, thread, pinking shears, fastenings, iron transfer paper  reed switch, toggle switch, push-to-make switch, push-to-break switch, light dependent resistor (LDR), tilt switch  light emitting diode (LED), bulb, bulb holder, battery, battery holder, USB cable, wire, insulator, conductor, crocodile clip  control, program, system, input device, output device, series circuit, parallel circuit  series circuit, parallel circuit, names of switches and components, input device, output device, system, monitor, control, program, flowchart  pulley, drive belt, gear, rotation, spindle, driver, follower, ratio, transmit, axle, motor circuit, switch, circuit diagram, mechanical system, electrical system, input, process, output  computer aided design (CAD), computer aided manufacture (CAM)  font, lettering, text, graphics, menu, scale, modify, repeat, copy, flip |
| **Cooking and Nutrition** | apron  chop  cut  equipment  fork  knife  mix  spoon | safely  describe  wash  clean  surfaces  decorate  weigh  ingredients  recipe  hygiene/hygienic  fruit and vegetable names,  names of equipment and utensils  flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, | create dish  healthy  unhealthy  harvest/ing  safely  grow  plants  herbs  seed  creative  present well  texture, taste, sweet, sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savoury  hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested healthy/varied diet | ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs, fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality  utensils, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble |