

Design Technology Knowledge & Skills Progression Map

The [national curriculum](#) for design and technology aims to ensure that all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

	Year 3	Year 4	Year 5	Year 6
<p align="center">Cooking & Nutrition</p> <p>(Pupils will design, make, evaluate and use technical knowledge)</p>	Marmalade	Roman Diet	Viking Feast	Planet Friendly Meal
	<ul style="list-style-type: none"> • Know the different food groups and their impact on our health • Know how food can be changed through the process of boiling • Know jams and marmalades preserve summer fruits 	<ul style="list-style-type: none"> • Know that diet depends on where you live and what is available • Know how to bake bread • Know there are safe and unsafe things to eat. 	<ul style="list-style-type: none"> • Know that a healthy diet was reliant on preservation of food • Know how to fry/barbeque food safely (Anglo saxons boiled everything and vikings barbequed everything) • Know food can be caught and eaten raw or pickled 	<ul style="list-style-type: none"> • Know about a healthy and varied diet • Know that they can use a range of cooking techniques • Understand seasonality and use this in their choices
<p align="center">Construction</p> <p>(Pupils will design, make, evaluate and use technical knowledge)</p>	Lighthouse	Flying Machine	Orrery	Animatronic
	<ul style="list-style-type: none"> • Choose materials fit for purpose • Know how to make something strong and tall • Understand the need for completing a successful brief 	<ul style="list-style-type: none"> • Know how structures move • Know how to make something fit for purpose • Understand that key individuals have helped shape the world 	<ul style="list-style-type: none"> • Know that you can make a model of something much bigger • Know how to use moving components like gears, pulleys & linkages in a model • Understand the need 	<ul style="list-style-type: none"> • Know electrical and mechanical components can be used to make something work • Know how to use simple circuits incorporating switches,

		(Leonardo da Vinci)	for precise planning and prototypes	bulbs, buzzers or motors <ul style="list-style-type: none"> • Understand programming, monitoring and control in their product
<p>Textiles</p> <p>(Pupils will design, make, evaluate and use technical knowledge)</p>	Keeping Warm	Shade	Water Storage	Culture Clothes
	<ul style="list-style-type: none"> • Know that different materials have different properties (keeping warm) • Know how to join materials to make a piece of clothing • Test and evaluate a product 	<ul style="list-style-type: none"> • Know that different materials have different properties (reflecting sun) • Know how to join material in different ways and evaluate the best • Test, evaluate and improve a product 	<ul style="list-style-type: none"> • Know some materials are natural and some are man made • Know how to join different types of materials • Seek out and value other people's opinions and advice 	<ul style="list-style-type: none"> • Know that materials have aesthetic properties • Use a variety of materials and joining techniques • Evaluate their product against their own design and consider and respond to the views of others to improve