


DT Skills Progression Map



							
	'Happy to Be Me'	'Let's Play'	'Come and Join the Celebration'	'Jurassic Park'	'Animal Crackers'	'No Place Like Home'	'Under the Sea'
N	<p>Skills Explore different materials freely, in order to develop their ideas about how to use them and what to make Develop their own ideas and then decide which materials to use to express them Join different materials and explore different textures Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used Create collaboratively, sharing ideas, resources and skills</p>	<p>Skills Explore different materials freely, in order to develop their ideas about how to use them and what to make Develop their own ideas and then decide which materials to use to express them Join different materials and explore different textures Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used Create collaboratively, sharing ideas, resources and skills</p>				<p>Skills Explore different materials freely, in order to develop their ideas about how to use them and what to make Develop their own ideas and then decide which materials to use to express them Join different materials and explore different textures Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used Create collaboratively, sharing ideas, resources and skills</p>	

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	'Tell Us a Story'	'Help is at Hand'	'Food Glorious Food'	'Way Back When...' Hats Had Brims	'If You Go Down to the Woods...'	'What On Earth...?'	'Come Fly With Me!'
R	<p>Skills Explore different materials freely, in order to develop their ideas about how to use them and what to make Develop their own ideas and then decide which materials to use to express them Join different materials and explore different textures Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used Create collaboratively, sharing ideas, resources and skills</p>	<p>Skills Explore different materials freely, in order to develop their ideas about how to use them and what to make Develop their own ideas and then decide which materials to use to express them Join different materials and explore different textures Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used Create collaboratively, sharing ideas, resources and skills</p>				<p>Skills Explore different materials freely, in order to develop their ideas about how to use them and what to make Develop their own ideas and then decide which materials to use to express them Join different materials and explore different textures Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used Create collaboratively, sharing ideas, resources and skills</p>	<p>Skills Explore different materials freely, in order to develop their ideas about how to use them and what to make Develop their own ideas and then decide which materials to use to express them Join different materials and explore different textures Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used Create collaboratively, sharing ideas, resources and skills</p>

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	'Happily Ever After'	'Unity in the Community'	'Royal Patrons'	'Never Eat Shredded Wheat'	'Children's Champion'	'Light Up the World'	'Come Fly With Me!'
Y1	<p>The Fairy Design Project Skills</p> <p>Dt1 Explore the sensory qualities of materials</p> <p>Dt3 Identify a target group for what they intend to design and make</p> <p>Dt4 Recognise how structures can be made, stronger, stiffer and more stable</p> <p>Dt6 Follow safe procedures</p> <p>Dt7 Take account of simple properties of materials when deciding how to cut, shape, combine and join them</p> <p>Dt8 Use tools and materials with help</p> <p>Food Technology</p>	<p>SDT: Structures Skills</p> <p>Dt2 Explore ways to construct models</p> <p>Dt3 Identify a target group for what they intend to design and make</p> <p>Dt4 Recognise how structures can be made, stronger, stiffer and more stable</p> <p>Dt7 Take account of simple properties of materials when deciding how to cut, shape, combine and join them</p> <p>Dt8 Use tools and materials with help</p>				<p>SDT: Mechanisms – Sliders and Levers 2 Skills</p> <p>Dt2 Explore ways to construct models</p> <p>Dt5 Generate and talk about their own ideas</p> <p>Dt6 Follow safe procedures</p> <p>Dt7 Take account of simple properties of materials when deciding how to cut, shape, combine and join them</p> <p>Dt8 Use tools and materials with help</p>	<p>SDT: Mechanisms - Sliders and Levers 1 Skills</p> <p>Dt2 Explore ways to construct models</p> <p>Dt3 Identify a target group for what they intend to design and make</p> <p>Dt6 Follow safe procedures</p> <p>Dt7 Take account of simple properties of materials when deciding how to cut, shape, combine and join them</p> <p>Dt8 Use tools and materials with help</p>



	'Inter-Nation Media Station'	'Land Ahoy!'	'Dancing Spy'	'Paddington's Passport'	'Record Breaker'	'Going Wild! All About Animals'	'Zero to Hero'	
Y2	<p>Textiles Skills</p> <p>Dt11 Identify a purpose for what they intend to design and make</p> <p>Dt13 Observe and take account of properties of materials when deciding how to cut, shape, combine and join them</p> <p>Dt16 Communicate their ideas using a variety of methods e.g. drawing, making, mock-ups, ICT</p> <p>Dt17 Measure, mark, cut out and shape a range of materials</p>	<p>The Pirate Design Project Skills</p> <p>Dt9 Explore a range of existing products</p> <p>Dt11 Identify a purpose for what they intend to design and make</p> <p>Dt12 Identify simple design criteria then plan what to do next, using a variety of methods</p> <p>Dt13 Observe and take account of properties of materials when deciding how to cut, shape, combine and join them</p> <p>Dt14 Identify what they could have done differently or how they could improve their work in the future</p> <p>Dt15 Evaluate a range of existing products</p> <p>Dt16 Communicate their ideas using a variety of methods e.g. drawing, making mock-ups, ICT</p> <p>Dt17 Measure, mark, cut out and shape a range of materials</p> <p>Dt19 Use simple finishing techniques</p> <p>Dt20 Talk about their ideas, saying what they like and dislike, and evaluate against their design criteria</p>					<p>Textiles Skills</p> <p>Dt3 Identify a target group for what they intend to design and make</p> <p>Dt5 Generate and talk about their own ideas</p> <p>Dt7 Take account of simple properties of materials when deciding how to cut, shape, combine and join them</p>	<p>The Gift Task Skills</p> <p>Dt11 Identify a purpose for what they intend to design and make</p> <p>Dt12 Identify simple design criteria then plan what to do next, using a variety of methods</p> <p>Dt20 Talk about their ideas, saying what they like and dislike, and evaluate against their design criteria</p>



	"That's All, Folks!"	'Athens v Sparta'	'Lindow Man'	'Rocky the Finosaur'	Out and About	Under the Canopy'	'Come Fly With Me!'
Y3	<p>Mechanisms - Levers and Linkages 2</p> <p>Skills</p> <p>Dt21 Generate, develop and explain ideas for products to meet a range of needs</p> <p>Dt23 Identify a purpose and establish criteria for a successful product</p> <p>Dt24 Evaluate work, adapting and improving where appropriate</p> <p>Dt25 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes</p> <p>Dt26 Selecting appropriate tools and techniques, name and describe them</p> <p>Dt27 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with some accuracy</p>	<p>Mechanisms and Structures Skills</p> <p>Dt21 Generate, develop and explain ideas for products to meet a range of needs</p> <p>Dt23 Identify a purpose and establish criteria for a successful product</p> <p>Dt24 Evaluate work, adapting and improving where appropriate</p> <p>Dt25 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes</p> <p>Dt26 Selecting appropriate tools and techniques, name and describe them</p> <p>Dt27 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with some accuracy</p>				<p>Skills</p> <p>Dt21 Generate, develop and explain ideas for products to meet a range of needs</p> <p>Dt23 Identify a purpose and establish criteria for a successful product</p> <p>Dt24 Evaluate work, adapting and improving where appropriate</p> <p>Dt25 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes</p> <p>Dt26 Selecting appropriate tools and techniques, name and describe them</p> <p>Dt27 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with some accuracy</p>	<p>Skills</p> <p>Dt21 Generate, develop and explain ideas for products to meet a range of needs</p> <p>Dt22 Explore ways of meeting design challenges with a food focus using a range of cooking techniques</p> <p>Dt23 Identify a purpose and establish criteria for a successful product</p> <p>Dt24 Evaluate work, adapting and improving where appropriate</p>

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	'Lightning Speed'	'Law and Order'	'Viking Warrior'	'May the Force Be With You'	'Saxon King'	Picture Our Planet	'Cry Freedom'	
Y4	<p>Skills</p> <p>Dt28 Use research to inform their design</p> <p>Dt30 Evaluate work, adapting and improving through the views of others to improve their work</p> <p>Dt31 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes</p> <p>Dt32 Select from and use a range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <p>Dt33 Join and combine materials and components accurately in temporary and permanent ways</p> <p>Dt34 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with increasing accuracy</p>	<p>Mechanisms - Levers and Linkages 1</p> <p>Skills</p> <p>Dt23 Identify a purpose and establish criteria for a successful product</p> <p>Dt26 Selecting appropriate tools and techniques, name and describe them</p> <p>Dt27 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with some accuracy</p>					<p>Textiles</p> <p>Skills</p> <p>Dt21 Generate, develop and explain ideas for products to meet a range of needs</p> <p>Dt23 Identify a purpose and establish criteria for a successful product</p> <p>Dt24 Evaluate work, adapting and improving where appropriate</p> <p>Dt25 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional diagrams and prototypes</p> <p>Dt26 Selecting appropriate tools and techniques, name and describe them</p> <p>Dt27 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with some accuracy</p> <p>Food Technology</p> <p>Skills</p> <p>Dt32 Select from and use a range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic</p>	



	'Mission Control'	'You're Not Invited'	'Fighting Footballer'	'Go With The Flow'	'Pharaoh Queen'	'Global Warning'	'Come Fly With Me!'	
Y5	<p>The Spaceman Design Project Skills</p> <p>Dt35 Investigate ways of meeting design challenges with a construction focus</p> <p>Dt36 Investigate how the work of individuals in design and technology has helped to shape the world</p> <p>Dt37 Identify users' views and take these into account</p> <p>Dt38 Analyse a range of existing products</p> <p>Dt39 Estimate and measure using appropriate instruments and units</p> <p>Dt40 Plan what they have to do, including how to use materials, equipment and processes</p> <p>Dt41 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>Dt42 Apply knowledge of mechanical and electrical control when designing and making functional products</p>	<p>The Solider Design Project Skills</p> <p>Dt35 Investigate ways of meeting design challenges with a construction focus</p> <p>Dt38 Analyse a range of existing products</p> <p>Dt40 Plan what they have to do, including how to use materials, equipment and processes</p> <p>Dt41 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p>					<p>Board Game Task</p> <p>Dt37 Identify users' views and take these into account</p> <p>Dt38 Analyse a range of existing products</p> <p>Dt40 Plan what they have to do, including how to use materials, equipment and processes</p> <p>Dt41 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>Dt46 Evaluate their products, identifying strengths and areas of development, and make appropriate changes</p> <p>Dt47 Draw on and use various sources of information, including ICT sources</p> <p>Dt48 Generate and clarify ideas for products, considering intended purpose</p> <p>Dt49 Plan what they have to do, suggesting a sequence of actions and alternatives if needed</p> <p>Dt50 Choose how to communicate design ideas as they develop, considering use and purpose</p>	<p>Dream Catchers Task Structures 1 Skills</p> <p>Dt35 Investigate ways of meeting design challenges with a construction focus</p> <p>Dt36 Investigate how the work of individuals in design and technology has helped to shape the world</p> <p>Dt39 Estimate and measure using appropriate instruments and units</p> <p>Dt40 Plan what they have to do, including how to use materials, equipment and processes</p> <p>Dt41 Communicate design ideas in different ways e.g. discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer aided design</p>

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	'A World of Bright Ideas'	'Wars of the World'	'True Crime'	'In Your Element'	'Time Team'	'Full of Beans'	'I Have a Dream...'
Y6	<p>Structures 2 Skills</p> <p>Dt44 Explore alternative ways of making their product, if first attempts fail</p> <p>Dt45 Check work as it develops and modify as necessary</p> <p>Dt49 Plan what they have to do, suggesting a sequence of actions and alternatives if needed</p> <p>Dt50 Choose how to communicate design ideas as they develop, considering use and purpose</p> <p>Dt51 Select from a wide range of tools and equipment to perform practical tasks accurately</p>	<p>SDT: Electronics 1 Skills</p> <p>Dt44 Explore alternative ways of making their product, if first attempts fail</p> <p>Dt45 Check work as it develops and modify as necessary</p> <p>Dt46 Evaluate their products, identifying strengths and areas for development, and make appropriate changes</p> <p>Dt47 Draw on and use various sources of information, including ICT sources</p> <p>Dt49 Plan what they have to do, suggesting a sequence of actions and alternatives if needed</p>				<p>Electronics 2 Skills</p> <p>Dt44 Explore alternative ways of making their product, if first attempts fail</p> <p>Dt45 Check work as it develops and modify as necessary</p> <p>Dt46 Evaluate their products, identifying strengths and areas for development, and make appropriate changes</p> <p>Dt47 Draw on and use various sources of information, including ICT sources</p> <p>Dt48 Generate and clarify ideas for products, considering intended purpose</p> <p>Dt49 Plan what they have to do, suggesting a sequence of actions and alternatives if needed</p>	<p>Textiles Skills</p> <p>Dt44 Explore alternative ways of making their product, if first attempts fail</p> <p>Dt45 Check work as it develops and modify as necessary</p> <p>Dt48 Generate and clarify ideas for products, considering intended purpose</p> <p>Dt49 Plan what they have to do, suggesting a sequence of actions and alternatives if needed</p> <p>Dt50 Choose how to communicate design ideas as they develop, considering use and purpose</p>