



## Curriculum Review & Action 2019-2020

### Progression of skills in DT

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>To master practical skills:</b>					
<p><b>Food:</b> Cut ingredients safely and hygienically. Assemble or cook ingredients.</p> <p><b>Materials:</b></p> <ul style="list-style-type: none"> <li>• Cut materials safely using tools provided.</li> <li>• Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</li> </ul> <p><b>Textiles:</b></p> <ul style="list-style-type: none"> <li>• Shape textiles using templates.</li> <li>• Colour and decorate textiles</li> </ul> <p><b>Electricals and electronics:</b> Recognise if a battery operated device works or not.</p> <p><b>Construction:</b></p> <ul style="list-style-type: none"> <li>• Use materials to</li> </ul>	<p><b>Food:</b> Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales.</p> <p><b>Materials:</b></p> <ul style="list-style-type: none"> <li>• Measure and mark out to nearest cm.</li> <li>• Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).</li> </ul> <p><b>Textiles:</b></p> <ul style="list-style-type: none"> <li>• Join textiles using running stitch.</li> <li>• Colour and decorate textiles using a number of techniques</li> </ul> <p><b>Electricals and electronics:</b></p> <ul style="list-style-type: none"> <li>• Diagnose faults in battery operated devices (such as low battery, water damage</li> </ul>	<p><b>Food:</b> Prepare ingredients hygienically using appropriate utensils.</p> <ul style="list-style-type: none"> <li>• Measure accurately.</li> <li>• Follow a recipe.</li> <li>• Assemble or cook ingredients</li> </ul> <p><b>Materials:</b></p> <ul style="list-style-type: none"> <li>• Cut materials accurately and safely by selecting appropriate tools.</li> <li>• Select appropriate joining techniques.</li> </ul> <p><b>Textiles:</b></p> <ul style="list-style-type: none"> <li>• Understand the need for a seam allowance.</li> <li>• Join textiles with appropriate stitching.</li> </ul> <p><b>Electricals and electronics:</b> Create series circuits.</p> <p><b>Computing:</b></p> <ul style="list-style-type: none"> <li>• Control and monitor models using software designed for</li> </ul>	<p><b>Food:</b> Prepare ingredients hygienically using appropriate utensils.</p> <ul style="list-style-type: none"> <li>• Measure ingredients to the nearest gram.</li> <li>• Assemble and cook ingredients (controlling the temperature of the oven or hob, if cooking).</li> </ul> <p><b>Materials:</b></p> <ul style="list-style-type: none"> <li>• Measure and mark out to the nearest mm.</li> <li>• Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).</li> </ul> <p><b>Textiles:</b></p> <ul style="list-style-type: none"> <li>• Select the most appropriate techniques to decorate textiles</li> </ul> <p><b>Electricals and electronics:</b> Create parallel circuits.</p>	<p><b>Food:</b></p> <ul style="list-style-type: none"> <li>• Understand the importance of correct storage and handling of ingredients (knowledge of micro-organisms).</li> <li>• Demonstrate a range of baking and cooking techniques.</li> </ul> <p><b>Materials:</b></p> <ul style="list-style-type: none"> <li>• 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).</li> </ul> <p><b>Textiles:</b></p> <ul style="list-style-type: none"> <li>• Create objects (such as a cushion) that employ a seam allowance.</li> <li>• Join textiles with a combination of stitching techniques (e.g. back stitch for seams and running stitch to attach</li> </ul>	<p><b>Food:</b></p> <ul style="list-style-type: none"> <li>• Measure accurately and calculate ratios of ingredients to scale up or down from recipe.</li> <li>• Create and refine recipes, including ingredients, methods, cooking times and temperatures.</li> </ul> <p><b>Materials:</b></p> <ul style="list-style-type: none"> <li>• Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (e.g. the nature of fabric may require sharper scissors than would be used to cut paper).</li> </ul> <p><b>Textiles:</b></p> <ul style="list-style-type: none"> <li>• 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).</li> </ul>

<p>practise drilling, screwing, gluing and nailing materials to make and strengthen products.</p> <p><b>Mechanics:</b></p> <ul style="list-style-type: none"> <li>• Create products using levers and wheels.</li> </ul>	<p>or battery terminal damage).</p> <p><b>Computing:</b> Model designs using software</p> <p><b>Mechanics:</b></p> <ul style="list-style-type: none"> <li>• Create products using winding mechanisms.</li> </ul>	<p>this purpose.</p> <p><b>Construction:</b></p> <ul style="list-style-type: none"> <li>• Choose suitable techniques to construct products or to repair items.</li> </ul> <p><b>Mechanics:</b></p> <ul style="list-style-type: none"> <li>• Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).</li> </ul>	<p><b>Computing:</b></p> <ul style="list-style-type: none"> <li>• Control and monitor models using software designed for this purpose.</li> </ul> <p><b>Construction:</b></p> <ul style="list-style-type: none"> <li>• Strengthen materials using suitable techniques.</li> </ul> <p><b>Mechanics:</b></p> <ul style="list-style-type: none"> <li>• Use scientific knowledge to choose appropriate mechanisms for a product.</li> </ul>	<p>decoration).</p> <p><b>Electricals and electronics:</b></p> <ul style="list-style-type: none"> <li>• Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips).</li> </ul> <p><b>Computing:</b></p> <p>Write code to control and monitor models or products.</p> <p><b>Construction:</b></p> <ul style="list-style-type: none"> <li>• Develop a range of practical skills to create products (e.g cutting, drilling and screwing, nailing, gluing, filling and sanding).</li> </ul> <p><b>Mechanics:</b></p> <ul style="list-style-type: none"> <li>• Convert rotary motion to linear using cams.</li> </ul>	<p><b>Electricals and electronics:</b></p> <ul style="list-style-type: none"> <li>• Create circuits using electronics kits that employ a number of components with increasing confidence.</li> </ul> <p><b>Computing:</b></p> <p>Write code to control and monitor models or products.</p> <p><b>Construction:</b></p> <ul style="list-style-type: none"> <li>• Develop a range of practical skills to create products.</li> </ul> <p><b>Mechanics:</b></p> <ul style="list-style-type: none"> <li>• Use innovative combinations of electronics (or computing) and mechanics in product designs</li> </ul>
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