

DT PROGRESSION ACROSS THE SCHOOL

Year 3

VICTORIAN TOYS- RM

- Investigate a range of Victorian toys.
- Research and develop design ideas.
- Investigate a range of materials and identify their suitability.
- Use a range of tools to shape, cut and join materials for my toy.
- Evaluate my toy against my design.

STONE AGE POUCHES- T

- Investigate how a range of bags and purse have been made.
- Research and develop design ideas.
- Explore sewing techniques.
- Create a prototype of my product.
- Make my purse using sewing techniques to join and strengthen my product.
- Evaluate my product against my design.

HEALTHY SNACKS- C

- Investigate healthy snacks that are on the market? (food tasting)
- Can I identify a purpose and understand what makes a product successful? (design brief)
- Measure out my ingredients by weight or quantity, using scales where appropriate.
- Use a range of utensils to cut, combine, prepare and cook ingredients?
- Evaluate the product against the original design criteria.

Year 4

BOARD GAMES- RM

- Investigate electronic board games and how they work? (origin of board games and how they have changed make links to Victorian toys year 3)
- Identify a purpose and establish a criteria for a successful board game.
- Apply my knowledge of circuits to making a prototype.
- Use hand tools safely to make a frame for a board game.
- Use computer aided design to create my board game.
- Evaluate the product against the success criteria.
- Use feedback to improve my design.

BREAD MAKING- C

- Investigate bread products that are available on the market? (tasting)
- Find out the needs of the target market? (questionnaire)
- Investigate bread recipes and make adaptations to meet my target market's needs (design brief)
- Measure out my ingredients by weight or quantity, using scales.
- Use a range of utensils to cut, combine, prepare and cook ingredients.
- Evaluate the product against the original design criteria.

ROMAN TUNICS- T

- Investigate and analyse materials considering their suitability for Roman tunics. (function and aesthetics)
- Explore and develop design proposals through annotated sketches from different views.
- Explore basic sewing techniques and investigate temporary joining techniques. (tacking)
- Use sewing techniques and a range of tools to create a simple garment.
- Evaluate my product against my design by carrying out appropriate tests.

Year 5

DESIGN A BAG- T

- Investigate and analyse materials considering their suitability (function and aesthetics).
- Explore and develop design proposals through annotated sketches and exploded diagrams.
- Explore temporary joins and make a prototype of my design (paper).
- Use sewing techniques and a range of tools to create a product.
- Evaluate my product against my design by carrying out appropriate tests.

PERFECT PASTA- C

- Investigate pasta products that are available on the market (tasting)
- Identify a purpose and draw up a specification for my product.
- Use ICT to develop a clear idea of the planning process and safety implications. (flow chart and HACCP)
- Accurately measure and prepare ingredients.
- Use a range of utensils to cut, combine, prepare and cook ingredients.
- Evaluate the product against the original design criteria.

SOLAR STRUCTURES- RM

- To use information sources to investigate in preparation for their design ideas.
- Generate ideas for an item considering its purpose. (An eco-friendly solar panelled rainforest house)
- Plan the order of their work.
- Explore and develop design proposals using annotated sketches, cross sections and exploded diagrams.
- Develop a clear idea of what has to be done planning how to use materials, equipment and processes, suggesting alternative methods of making if the first attempt fails.

Year 6

WARTIME RECIPES- C

- Children to investigate war time recipes and rationing. Identify a purpose and establish a criteria for a successful product.
- Develop clear design proposal. Develop a clear idea of what has to be done, planning how to use ingredients, equipment and processes.
- Create a flow chart.
- Select appropriate cooking techniques and kitchen utensils.

MASKS-T

- Explore, develop and communicate aspects of their design.
- Communicate ideas through labelled drawings.
- Develop a design specification. Plan the order of their work choosing appropriate materials tools and techniques.
- Instructions. To use a range of stitches to join and decorate including running stitch, back stitch, cross stitch, chain stitch. Using templates measure and cut material assemble components.
- Use tools safely and accurate. Pin, sew stitch materials together to create their mask.

FAIRGROUND RIDES- RM

- Investigate fairground rides and control systems.
- Identify a purpose and establish a criteria for a successful fairground ride and plan the order of work.
- Apply my knowledge of circuits and pulleys to making a prototype using temporary and permanent joins. (Science Electricity link)
- Use tools safely to achieve a quality product.
- Evaluate the product against success criteria and appropriate tests, suggesting and implementing improvements.