



Borough Green Primary School Skills and

Knowledge Progression

Subject area: Design Technology

Learning Objectives	Milestone One Key Stage One	Cycle One	Cycle Two
To master practical skills Food	<p>Be aware of the Eatwell Plate</p> <p>Know about 5 portions fruit/veg</p> <p>Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales. Assemble or cook ingredients.</p> <p>Understand where food comes from (plants/animals) and that it has to be farmed, grown, and caught.</p>	Spring	
To master practical skills Materials	<p>Cut materials safely using tools provided.</p> <p>Measure and mark out to the nearest centimetre.</p> <p>Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</p> <p>Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).</p> <p>Select from a range of tools and equipment.</p>	Summer	Spring
To master practical skills Textiles	<p>Shape textiles using templates. Join textiles using running stitch.</p> <p>Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).</p> <p>Select from a range of materials and components according to characteristics.</p>		Spring

To master practical skills Electricals and electronics	Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage)		
To master practical skills Computing	Model designs using software Develop and communicate ideas using computing.	Autumn	
To master practical skills Construction	Use materials to practice drilling, screwing, gluing and nailing materials to make and strengthen products.	Autumn	
To master practical skills Mechanics	Create products using levers, wheels and winding mechanisms. Use sliders and axles.		Autumn
To design, make, evaluate and improve	Design products that have a clear purpose and an intended user. Make products, refining the design as work progresses. Use software to design. Model ideas by making templates and mock ups. Use simple design criteria to develop their ideas. Use finishing techniques. Suggest how their products could be improved.	Summer	
To take inspiration from design throughout history	Explore objects and designs to identify likes and dislikes of the designs. Suggest improvements to existing designs. Explore how products have been created. How free-standing structures can be made stronger, stiffer and more stable.		Autumn