Design and Technology Progression

	Design	Make	Evaluate	Technical Knowledge	Cooking and Nutrition
EYFS	Make independent choices	Develop pretend play, pretending one object represents another e.g. using a wooden block as a phone	Keep on trying	Combine objects e.g. stacking, making towers, nesting and lining up	Use small motor skills to do things independently e.g. pouring drinks and feeding self
	Notice different designs in pictures or on fabric; using these as inspiration	Make simple models	Review progress as they try to achieve a goal	Build independently with a range of appropriate resources	Eat independently and use a knife and fork
	Know more, so feel confident coming up with their own ideas	Make complex stories using props	'work together' with a familiar adult to evaluate activities and solve problems	Select resources with properties appropriate for own ideas e.g. flat surfaces for walls	Make healthy choices about food and drink
	Plan and think ahead; discuss what they will make before and while making it, or draw a picture before building	Create collaboratively, sharing ideas, resources and skills	Reflect and self-evaluate own work; show resilience and perseverance when challenged	Make imaginative and 'complex' small worlds with blocks and construction kits	Know and talk about factors which support health and wellbeing e.g. healthy eating and physical activity
Year 1	Design purposeful, functional, appealing products for themselves and others based on design criteria.	Select and use a wide range of materials and components, including construction materials.	Evaluate their ideas and products against design criteria.	Build structures.	Use the basic principles of a healthy and varied diet to prepare dishes.
	Generate, develop, model and communicate their ideas through talking and drawing.	Select from a wide range of ingredients Select from and use a range of equipment to perform practical tasks.		Explore and use mechanisms (wheels and axles)	
Year 2	Designing purposeful, functional, appealing products for themselves and other users on a based on design criteria.	Select from a wide range of materials and components, including construction materials.	Explore and evaluate a range of existing products.	Build structures, exploring how they can be made stronger, stiffer and more stable.	Understand the basic principles of a healthy and varied diet to prepare dishes.
	Generate, develop, model and communicate ideas through talking, drawing, templates and mock-ups and where appropriate, information and communication technology.	Select from a wide range of ingredients. Select from a range of tools (for cutting, shaping, joining and finishing.	Evaluate their ideas against a design criteria.	Explore and use mechanisms (levers, sliders)	Understand where food comes from.
Year 3	Use research to develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose.	Select from a wider range of tools and equipment to perform practical tasks. (E.g cutting, shaping joining, finishing)	Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.	Understand and apply the principles of a healthy and varied diet.
	Develop, model and communicate their ideas through discussion and annotated sketches.	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients.	Show an awareness of how individuals in design and technology have helped to shape the world.		Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
Year 4	Compare and contrast research to develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose.	Select the most appropriate tool from a wide range of resources and equipment to perform practical tasks. (E.g cutting, shaping joining, finishing)	Evaluate their ideas and products against their own design criteria, considering the views of others to improve their work and think about changes that could be made next time.	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures and determine how to improve this next time,	Understand and apply the principles of a healthy and varied diet distinguishing between healthy and unhealthy choices.
	Generate, develop, model and communicate their ideas through discussion, annotated sketches and cross sectional exploded diagrams.	Select from and use a wider range of materials and components considering which is most appropriate and justifying why, including construction materials, textiles and ingredients.	Understand the influence of individuals in design and technology and how they have helped to shape the world.	Understand and use electrical systems in their products (series circuits including switches and bulbs)	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques whilst drawing comparisons and identifying which method is more appropriate for the task.
Year 5	Compare and contrast research to develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose. – aimed at particular individuals or groups.	Select the most appropriate tool from a wider range of equipment to perform practical tasks, explaining their choice. (E.g cutting, shaping joining and finishing)	Investigate and analyse a range of existing products.	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures, determining how this could be improved next time and what could be done to maximise the strengths of the structure.	Understand and apply the principles of a healthy and varied diet, justifying why with reasoning.
			Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work, considering choices that could have been made differently.	Understand and use mechanical systems in their products (e.g gears, pulleys, cams, levers and linkages)	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques, whilst identifying which method is more appropriate for the task and explaining why.
	Generate, develop, model and communicate their ideas through discussion, prototypes and pattern pieces.	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients according to their functional properties and aesthetic qualities.	Identify how key events in design and technology and understand how these have helped shape the world.	Apply their understanding of basic programming to their products.	Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
Year 6	Make comparisons when researching to develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose. – aimed at particular individuals or groups.	Select the most appropriate tool from a wider range of equipment to perform practical tasks. (E.g cutting, shaping, joining and finishing) Determine which tool will be most successful, justifying why.	Investigate and analyse a range of existing products distinguishing between which products are more suited to the design criteria and explaining why.	Understand how to strengthen, stiffen and reinforce more complex structures by comparing which methods were more successful and proving why certain choices were made.	Understand and apply the principles of a healthy and varied diet, justifying why through comparing and contrasting diet choices.
			Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work, considering changes that could be made and justifying these with reasoning.	Understand and use mechanical systems in their products (e.g gears, pulleys, cams, levers and linkages)	
	Generate, develop, model and communicate their ideas through discussion, prototypes, pattern pieces and computer-aided design.	Determine which materials and components are most appropriate, including construction materials, textiles and ingredients according to their functional properties and aesthetic qualities.	Understand the significance of key events in design and technology and how this has helped shape the world and reflect on how this has influenced their own work.	Understand and use electrical systems in their products (series circuits including buzzers and motors)	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques whilst justifying strengths and weaknesses of different method.
				Apply their understanding of computing to program, monitor and control their products.	