



Design and Technology Progression Journey

	Design	Make	Evaluate	Technical Knowledge
Year 2	<ul style="list-style-type: none"> Generate and communicate ideas by sketching and modelling 	<ul style="list-style-type: none"> Making a product according to design criteria Creating joints and structures Cutting and assembling components neatly 	<ul style="list-style-type: none"> Testing own structures Identifying weaknesses Testing and adapting designs Using peer feedback to modify a final design 	<ul style="list-style-type: none"> To understand that shape affects strength and stability of a structure To know that mechanisms are a collection of moving parts and that there is always an input and an output To know that different materials have different properties and this affects suitability
Year 1	<ul style="list-style-type: none"> Learn the importance of a clear design criteria Include individual preferences and requirements in a design 	<ul style="list-style-type: none"> Making stable structures Using a template 	<ul style="list-style-type: none"> Evaluating according to design criteria Suggesting points for improvement 	<ul style="list-style-type: none"> Understanding the shape of materials can be changed to improve stiffness and strength
EYFS	<ul style="list-style-type: none"> Making verbal plans and material choices Using knowledge from exploration to inform design 	<ul style="list-style-type: none"> Improving fine motor skills such as using scissors Joining materials in a variety of ways (glue, paperclips, sticky tape, split pins) Describing the making process 	<ul style="list-style-type: none"> Giving a verbal evaluation of own and other's models Checking to see whether the model matches the plan Considering what to change if made again Describing favourite/least favourite part of model 	<ul style="list-style-type: none"> To know that there are a range of materials that can be used to make a model To know that 'waterproof' means does not absorb water