

WBIS D&T Knowledge and Skills Progression

Progression of Knowledge

	Reception	Year 1	Year 2
Creativity	Explore and create with purpose – verbally explaining their ideas	<p>A product or project is usually guided by a set of design criteria</p> <p>The project or product must meet the design criteria to be successful</p>	Ideas can be recorded in a variety of ways including written work, drawings, diagrams and models
Investigation	<p>To recognise that it is possible to change and alter their design ideas as they are making them</p> <p>Designs can be compared with others, including inspiration for making a product</p>	<p>A shelter is a structure designed to give protection from weather or danger</p> <p>Different materials can be used for different purposes, depending on their properties</p> <p>A strength is something that is good about a design, a weakness is an area that could be improved</p> <p>Two products can be compared by looking at a set of criteria</p>	<p>Products can be improved- e.g. making them easier to use, more attractive etc</p> <p>Structures can be made stronger, stiffer and more stable by using different materials, or shapes (e.g. triangular base)</p> <p>Tools have characteristics that make them suitable for a specific purpose. E.g. a knife is good for cutting food</p> <p>A finished product can be checked against design criteria to see how successfully it has been made.</p> <p>Products can be compared by looking at particular characteristics of each and deciding which is better suited to the purpose</p>
Materials	<p>Different materials are suitable for different purposes</p> <p>Weaving and threading is created by going in and out of a frame or loom</p>	<p>Threading is made by passing a tool that fits in and out of a range of materials</p> <p>Different materials are suitable for different purposes depending on their specific properties.</p> <p>Decorations can be attached to fabric by gluing, stapling or tying</p>	<p>A running stitch is a basic stitch that is used to join fabric. It is made by passing a needle in and out of fabric</p> <p>Running stitches are made at equal distances apart</p> <p>Properties and components of materials determine how they can and cannot be used</p> <p>Decorations and embellishment are used to enhance a product</p>
Mechanisms and Movement	<p>Wheels help vehicles move</p> <p>Vehicles and machines move in different ways</p>	<p>Most vehicles that move on land have axles and wheels that are fixed to a chassis</p>	<p>People build machines to make work easier</p> <p>A machine is made up of different parts that work together to perform a task</p>

		A freely moving axle has fixed wheels	A slider mechanism moves in a straight line- e.g. door bolts and drawers A lever mechanism is a bar that moves around a fixed point called a pivot- e.g. seesaw
Food	<p>A recipe is a set of instructions that tells us how to make food</p> <p>Fruit and vegetables are healthy foods</p> <p>Heating food can change its appearance, taste, texture and colour</p> <p>Food can come from plants such as fruit, vegetables, nuts and seeds</p> <p>Animals provide meat and also produce food such as milk, eggs and honey</p>	<p>Some foods need to be prepared before eating</p> <p>Peeling, slicing, chopping etc are different methods of preparing food.</p> <p>Fruits and vegetables can be mixed to make a healthy salad</p> <p>Fruit and vegetables are an important part of a healthy diet</p> <p>Some foods come from animals such as meat, fish and dairy products</p> <p>Some food comes from plants, such as fruit and vegetables</p>	<p>Some ingredients need to be prepared before they can be cooked or eaten</p> <p>A healthy diet should include fish, starchy foods, some dairy foods, a small amount of fat and plenty of fruit and vegetables</p> <p>Food comes from two main sources- animals and plants</p> <p>Dairy products come from animals, mainly cows but also goats and sheep</p> <p>Sugar is made from plants called sugar cane and sugar beet</p> <p>Plants give us nuts, such as almonds, walnuts and hazelnuts</p>

Progression of Skills

	Reception	Year 1	Year 2
Creativity	<p>Create collaboratively, share ideas and use a variety of resources to make products inspired by existing products, stories or their own ideas, interests or experiences</p> <p>Use digital devices to take digital images or recordings of their creations to share with others</p>	<p>Create a design to meet simple design criteria and purpose</p> <p>Use design software to create a simple plan for a design (2 paint, 2 design)</p>	<p>Generate and communicate their ideas through a range of different methods</p> <p>Use design software to create a simple labelled design or plan (2 design, 2 Paint)</p>
Investigation	<p>Name and explore a range of everyday products and begin to talk about how they are used.</p> <p>Follow rules and instructions to keep safe.</p> <p>Construct simple structures and models using a range of materials</p> <p>Choose and explore appropriate tools for simple practical tasks</p> <p>Adapt and refine their work as they are constructing and making</p>	<p>Name and explore a range of everyday products and describe how they are used</p> <p>Follow the rules to keep safe during a practical task</p> <p>Construct simple structures, models or other products using a range of materials</p> <p>Select the appropriate tool for a simple practical task</p> <p>Talk about their own and each other's work, identifying strengths or weaknesses and offering support</p>	<p>Explain how an everyday product could be improved</p> <p>Work safely and hygienically in construction and cooking activities</p> <p>Explore how a structure can be made stronger, stiffer and more stable</p> <p>Select the appropriate tool for a task and explain their choice</p> <p>Explain how closely their finished products meet their design criteria and say what they could do better in the future</p>
Materials	<p>Select appropriate materials when constructing and making</p>	<p>Cut and join materials using glue and simple stitches</p> <p>Select and use a range of materials, beginning to explain their choices</p> <p>Use gluing, stapling or tying to attach items, made from a range of materials, to a project</p>	<p>Use different methods of joining fabrics, including glue and running stitch</p> <p>Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect</p> <p>Add simple decorative embellishments, such as buttons, prints, sequins and appliqué</p>
Mechanisms and Movement	<p>Explore, build and play with a range of resources and construction kits with wheels</p>	<p>Use wheels and axles to make a simple moving model.</p>	<p>Use a range of mechanisms (levers, sliders, wheels and axles) in models or products</p>

<p>Food</p>	<p>Follow instructions to make a product</p> <p>Suggest healthy ingredients that can be used to make simple snacks</p> <p>Begin to identify the origins of some foods</p>	<p>Measure and weigh food items using non-standard measures, such as spoons and cups</p> <p>Select healthy ingredients for a sandwich</p> <p>Prepare ingredients by chopping and slicing</p> <p>Sort foods into groups by whether they are from an animal or plant source</p>	<p>Prepare ingredients by peeling and grating</p> <p>Describe the types of food needed for a healthy and varied diet and apply the principles to make a simple, healthy meal</p> <p>Identify the origin of some common foods (milk, eggs, some meats, common fruit and vegetables)</p>
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Autumn 2: Making pizza (food tech)

Spring 2: Create a playground structure

Summer 2: Binka Book Mark