

Design and Technology Progression Document

	Structures	Mechanisms	Textiles	Cooking	Computer Controlled Products
EYFS	Within their provision children will have the opportunity to use a range of everyday and purposely supplied products to create structures linked to their own interests and curriculum content	Children will explore moving toys discussing how they move before have the opportunity to make moving toys and other projects throughout the provision and linked to areas of the curriculum	Children will explore materials around them, describing these and starting to make links to their uses	Children will explore healthy eating and gain an understanding for 'Farm to Fork' before having the opportunity to create various edible products linked to the curriculum	Children will have the opportunity to experiment with basic programming using bee bots in other areas of the curriculum, developing their understanding of computer controlling.
KSI	Create structures including elementes to strengthen it Select appropriate materials for a given purpose	Explore how to create with a single moving part Explore how to create a working wheel and axel	Select appropriate materials for a given purpose	Explore food from different destinations Select appropriate utensils to cut and peel	
LKS2	Various methods to join and strengthen Measure accuartely Evaluate and select materials for a different purpose	Create levers	Join 2 fabrics together using a running stitch	Create a recipe considering measurments and methods (beverage)	Crumble – basic programming with on and off switch
USK2	Creating structurally sound shapes using wire and using correct tools safely	Select an implement within the product a cam to make an appropriate movement Create a mechanism powered by kinetic energy (wind up)	Running / Back stitch to create an image Select an appropriate stitch for a given purpose	Follow a recipe making adaptations for individual taste and using correct methods (kneeding)	Crumble - using sensors 3D printing