Adlington St Paul's Primary School
Design & Technology Knowledge & Skills Progression

Curriculum Intent

At St Paul's, Design & Technology inspires pupils to become creative problem solvers who design and make purposeful products. Pupils develop technical knowledge, practical skills and resilience through designing, making and evaluating. They learn to work safely, think critically, and apply knowledge from other subjects to real-world challenges.

Curriculum Implementation

D&T is taught through carefully sequenced projects that follow a design–make–evaluate cycle. Pupils explore materials, tools, structures, mechanisms, textiles and food technology. EYFS provides foundations through exploratory making. Skills and technical knowledge build progressively through KS1 and KS2, with increasing independence and accuracy.

Curriculum Impact

By the end of Year 6, pupils can research needs, generate ideas, create detailed designs, use tools safely and accurately, apply technical knowledge, and evaluate products against design criteria. They leave St Paul's ready for secondary D&T and confident as creative, reflective makers.

Key Disciplinary Concepts

Design • Make • Evaluate • Function • Purpose • User • Prototype • Mechanism • Structure • Material • Process • Safety

Progressive D&T Vocabulary Spine

Phase	Core Vocabulary
EYFS	make, build, join, cut, stick, tool, material, design
KS1 (Y1–Y2)	design, plan, product, join, cut, fold, model, tool, evaluate
Lower KS2 (Y3–Y4)	prototype, mechanism, structure, lever, linkage, stitch, measure, accuracy
Upper KS2 (Y5–Y6)	criteria, function, innovation, circuit, gear, pulley, nutrition, evaluate, refine

Designing

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore materials and objects through play.	Generate simple ideas for products.	Draw and label simple designs.	Generate design ideas using sketches.	Develop design criteria and plans.	Create detailed designs with measurements.	Develop briefs, prototypes and detailed plans.

Making

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Join, build and construct with materials.	Use simple tools safely with support.	Cut, join and shape materials.	Select tools and materials appropriately.	Measure, mark and cut accurately.	Use a range of tools with precision.	Construct high-quality functional products.

Technical Knowledge

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore how things move and work.	Recognise simple mechanisms.	Understand simple structures.	Apply knowledge of levers and linkages.	Apply knowledge of electrical circuits.	Apply knowledge of gears and pulleys.	Improve function and stability using knowledge.

Textiles

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore fabrics and textures.	Use simple joining techniques.	Use running stitch with support.	Join fabrics using stitches.	Measure, cut and assemble textiles.	Select fabrics and stitches for purpose.	Create textile products with accuracy.

Cooking & Nutrition

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore food through play and tasting.	Prepare simple foods with support.	Use tools to cut and mix ingredients.	Prepare healthy dishes following recipes.	Understand seasonality and balanced diets.	Plan, prepare and cook healthy meals.	Adapt recipes and apply nutrition knowledge.

Evaluating

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Talk about what they have made.	Say what they like about their product.	Evaluate products against criteria.	Test and evaluate own and others' products.	Suggest improvements to designs.	Evaluate function and user needs.	Critically evaluate and refine products.

Year 7 Transition Summary

By the end of Year 6, pupils can design for a user, plan and create prototypes, use tools safely and accurately, apply technical knowledge of structures and mechanisms, cook and prepare healthy dishes, and evaluate products against criteria. They enter Year 7 ready to deepen technical knowledge, precision and independence in Design & Technology.

Further Vocabulary

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
make	design	label	prototype	design criteria	function	design brief
build	plan	evaluate	structure	structure	innovation	specification
join	product	improve	mechanism	reinforce	gear	prototype
stick	tool	join	lever	frame	pulley	refine
cut	material	hinge	linkage	shell	cam	precision
fold	cut	axle	measure	pneumatic	crank	tolerance
tool	join	wheel	mark	syringe	ratio	stability
material	fold	mechanism	accurate	circuit	circuit	efficiency
hard	bend	model	function	switch	motor	sustainability
soft	shape	template	purpose	bulb	control	impact
smooth	safe	stitch	user	evaluate	program	evaluate
rough	strong	fabric	stitch	modify	nutrition	justify
model	weak		seam		seasonality	
design	like					
fix	dislike					