



## Primary DT Progression Map

Developing creativity, imagination and solve real and relevant problems

		Year 4	Year 5	Year 6
<b>Building Blocks</b>	Design	<p>Use idea from other people when designing</p> <p>Produce a plan and explain it</p>	<p>Develop a range of ideas collected from different sources</p> <p>Produce a detailed step by plan</p> <p>Annotated sketches</p> <p>Make pattern pieces and prototypes</p>	<p>Use market research to inform plans</p> <p>Justify plans</p> <p>Cross-sectional sectional and exploded diagrams</p>
	Make	<p>Measure accurately</p> <p>Persevere and adapt when making a product</p>	<p>Make a prototype before making a final version</p>	<p>Follow and refine plans</p>
	Evaluate	<p>Evaluate and suggest improvement to a design</p> <p>Evaluate products for purpose and appearance</p> <p>Explain how to improve a design</p>	<p>Suggest other plans and their positive features and draw backs</p> <p>Explain how a product will appeal to a specific audience</p> <p>Evaluate the appearance and function against criteria</p>	<p>Test and evaluate products</p> <p>Evaluate products against clear criteria</p> <p>Explore key design events that have changed the world</p>
<b>Development of Technical Knowledge</b>		<p>Understand how to be hygienic and safe when preparing food</p> <p>Prepare and cook using a range of cooking techniques</p> <p>Understand seasonality and how a variety of ingredients are grown, reared etc</p> <p>Use mechanisms – cams and levers</p>	<p>Use a range of tools and equipment competently</p> <p>Show safety and hygiene when working with food</p> <p>Strengthen, stiffen and reinforce complex structures</p> <p>Use mechanisms – pulleys and linkages</p>	<p>Work within a budget</p> <p>Use mechanisms – gears</p> <p>Understand electrical systems</p> <p>Apply understanding of computer programming, monitor and control their products</p>