## **DT Skills Progression for Grange Junior School**

	Term 1/2	Term 3/4	Term 5/6
Y3	Structures (Shell) To design and make a cube/cuboid (net) box to hold an artefact	Textiles (2D to 3D) To design and make a fabric bag with an intended purpose	Food (Healthy Eating) To design and make a healthy sandwich/wrap to eat at school
	Investigate existing products	Investigate existing products	Investigate existing products
	measure, mark out, cut, score, shape and assemble card with some accuracy	cutting, joining and finishing fabric with some accuracy	Annotated sketch Develop and communicate
	Test and evaluate product	Test and evaluate product	Measure, cut, chop, combine, decorate with some accuracy
			Test and evaluate product
Y4	Structures	Food	Mechanical Systems
14	(Shell)	(Healthy Eating)	(Levers & Linkages)
	To design and make a prism (net)	To design and make a healthy	To design and make an
	box to hold an artefact	lunchbox to eat at school	information poster for a class display
	Investigate, research and evaluate existing products	Investigate, research and evaluate existing products	Investigate, research and evaluate existing
	Model and communicate ideas	Measure, cut, chop, combine, decorate with some accuracy	products  Use appropriate tools with some accuracy to
	Measure, mark out, cut, score, shape and assemble with some accuracy	Test and evaluate final product	cut, shape and join paper and card.  Use finishing techniques suitable for the
	Test and evaluate final product		product they are creating.  Test and evaluate final product
VE	Structures	Mechanical Systems	Food
<b>Y5</b>	(Frame)	(Cams)	(Culture & Seasonality)
	To design and make a cube/cuboid	To design and make a moving toy	To design and make bread for a
	frame box to hold an artefact	to entertain someone	summer picnic
	Investigate, research and make annotated drawings of existing products	Model types of cams in toys	Sensory evaluate existing food products and ingredients
	Use appropriate tools to accurately measure, mark out, cut, shape and join construction materials to make frameworks.	Use a range of tools and equipment to make products that that are accurately assembled and well finished.	Use appropriate utensils and equipment accurately to measure and combine appropriate ingredients.
	Use finishing and decorative techniques suitable for the product they are designing and making.	Test and evaluate final product	Make, decorate and present the food product appropriately
ſ	Test and evaluate final product		Test and evaluate the final product
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<b>Y6</b>	Structures	Food	Mechanical Systems
	(Frame)	(Culture & Seasonality)	(Combination)
	To design and make a prism frame box to hold an artefact	To design and make a nutritionally balanced hot cross bun for	To design and make a moving toy that uses a combination of
		someone for Easter	mechanisms to entertain someone
	Investigate, research and make annotated drawings of existing products	Investigate, research and make annotated drawings of existing products	Make models of different types of cams/levers & linkages
	Generate, develop and model innovative ideas, through discussion, prototypes and annotated sketches.	Sensory evaluate of a variety of existing food products and ingredients	Select from and use a range of tools and equipment to make products that that are accurately assembled and well finished.
	Competently select from and use appropriate tools to accurately measure, mark out, cut,	Select and use appropriate utensils and equipment accurately to measure and combine appropriate ingredients.	Critically evaluate the final product

shape and join construction materials to make frameworks.	Make, decorate and present the food product appropriately	
Use finishing and decorative techniques suitable for the product they are designing and making.	Critically evaluate the final product	
Critically evaluate their products		