

MIDDLETON PARISH

Progression Map: Design Technology-Mechanisms

CHURCH SCHOOL

Key Concepts	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Skills						
Prior Learning		 Early experiences of working with paper and card to make simple flaps and hinges. Experience of simple cutting, shaping and joining skills using scissors, glue, paper fasteners and masking tape 	 Assembled vehicles with moving wheels using construction kits. Explored moving vehicles through play. Gained some experience of designing, making and evaluating products for a specified user and purpose. Developed some cutting, joining and finishing skills with card. 				
Designing		 Generate ideas based on simple design criteria and their own experiences, explaining what they could make. Develop, model and communicate their ideas through drawings and mock-ups with card and paper. 	 Generate initial ideas and simple design criteria through talking and using own experiences. Develop and communicate ideas through drawings and mock-ups. 				

Making	 Plan by suggesting what to do next. Select and use tools, explaining their choices, to cut, shape and join paper and card. Use simple finishing techniques suitable for the product they are creating. 	 Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing. Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics. 		
Evaluating	 Explore a range of existing books and everyday products that use simple sliders and levers. Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria. 	 Explore and evaluate a range of products with wheels and axles. Evaluate their ideas throughout and their products against original criteria. 		

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