












Roose Community Primary School
Progression of Skill in Design Technology

Strand	Year 1 	Year 2 	Year 3 	Year 4 	Year 5 	Year 6 
Design 	Explore ideas; simple drawings; discuss purpose	Generate ideas & simple plans; suggest improvements	Research ideas; annotated designs; logical planning	Detailed designs; labelled diagrams; consider purpose & user	Refine designs; explore alternatives; research-informed choices	Step-by-step plans; justify design decisions; innovate confidently
Make / Practical Skills 	Basic tools/materials; cutting/joining/folding	Simple mechanisms (levers/sliders); measure & cut	Apply finishing techniques; construct stable structures	Wider range of tools/materials; combine effectively; basic electrical	Complex mechanisms (gears/pulleys); refine construction	Select & use tools confidently; construct complex, functional products
Evaluate 	Talk about likes/dislikes; what works well	Compare ideas; suggest improvements	Test & improve products; explain choices	Evaluate against criteria; suggest modifications	Critically evaluate; consider sustainability & impact	Evaluate strengths/weaknesses; refine & iterate; assess user feedback
Technical Knowledge 	Properties of everyday materials; simple mechanisms	Basic material properties; moving parts	Forces, structures, simple circuits	Apply mechanisms, structures, materials	Complex technical knowledge; gears/pulleys/electrical	Combine mechanical & electrical systems; innovate technically
Cooking & Nutrition 	Explore tastes & textures; hygiene	Simple dishes; healthy choices	Basic cooking techniques; balanced diets	Wider techniques; plan meals; nutritional awareness	Combine techniques; adapt recipes; seasonality	Plan, prepare & evaluate complex dishes; assess nutrition & sustainability