



# Wallsend Jubilee Primary School

## Skills Progression:

Strands	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Design</b>	<p>Use hands to shape clay and dough by pressing flat, rolling into cylinders and balls.</p> <p>Explore effects with clay tools, including cutters.</p> <p>Realises tools can be used for a purpose.</p>	<p>Shape clay and dough with hands, to create a planned effect such as making a cake.</p> <p>Can take a simple resource such and create a planned model which has a particular purpose.</p> <p>To decide in advance what they are going to make and select the tools they need to achieve particular effects.</p>	<p>To design products that have a clear purpose and are appealing for themselves.</p> <p>To explore objects and designs to identify likes and dislikes.</p> <p>Develop and communicate their ideas through talking.</p> <p>Model their ideas through drawing.</p>	<p>Design purposeful, functional and appealing products for other users based on design criteria.</p> <p>To explore objects and designs and make suggestions of improvements to the existing design.</p> <p>Generate, develop and communicate their ideas through templates.</p> <p>Model their ideas through ICT.</p>	<p>Begin to draw on their own experience to help generate ideas and develop design criteria.</p> <p>Design innovative products that have a clear purpose and intended user.</p> <p>Generate, develop model and communicate their ideas through discussion and annotated sketches.</p>	<p>Begin to draw on their own experience and research to help generate ideas and develop design criteria.</p> <p>To explore some of the great designers in the areas being studied and use their work to generate ideas for new designs.</p> <p>Design innovative and appealing products that have a clear purpose and intended user.</p> <p>Generate, develop model and communicate their ideas through discussion and cross-sectional diagrams.</p>	<p>Identify a purpose and establish a criteria for a successful product.</p> <p>Design innovative and functional products that are fit for purpose and have an intended user.</p> <p>Generate, develop model and communicate their ideas through discussion, exploded diagrams and prototypes.</p>	<p>Begin to use research and develop design criteria to inform the design of innovative, functional and appealing products that are fit for purpose.</p> <p>Generate, develop model and communicate their ideas through discussion, pattern pieces and computer-aided design.</p>
<b>Make</b>	<p>Experiments with combining malleable materials with loose parts to create simple models.</p> <p>Use construction kits with a purpose (e.g. Duplo) and describe their models.</p> <p>Build more complex structures on a small and large scale including towers and enclosures, both indoors and</p>	<p>Combine malleable materials with loose parts to create a planned structure, and to articulate the features of it.</p> <p>Build a range of 3 dimensional resources to achieve a particular purpose.</p> <p>Create structures on a large and small scale.</p> <p>Join components and materials in a range of ways</p>	<p>Select from and use a range of tools and equipment to perform practical tasks eg scissors and hole punch.</p> <p>Begin to join materials using a variety of temporary methods eg. masking tape.</p> <p>Select from and use a wide range of materials including construction materials according to their characteristics.</p>	<p>Select from and use a range of tools and equipment to perform practical tasks.</p> <p>Demonstrate how to cut, shape and join fabric to make a simple product using basic sewing techniques.</p> <p>To measure and mark out to the nearest centimetre and demonstrate a range of cutting, shaping and joining techniques.</p> <p>Select from and use a wide range of materials including</p>	<p>Select from and use a range of tools and equipment to perform practical tasks eg. nailing and screwing.</p> <p>Select from and use a wider range of materials and components, including construction materials and ingredients according to their functional.</p> <p>To select appropriate joining techniques.</p>	<p>Select from and use a range of tools and equipment to perform practical tasks eg. cutting and gluing and sewing.</p> <p>Select from and use a wider range of materials and components, including textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>To select appropriate joining techniques.</p>	<p>Select from and use a range of tools and equipment to perform practical tasks eg. cutting, nailing, screwing, filing, sanding and drilling.</p> <p>Select from and use a wider range of materials and components, including construction materials and ingredients, according to their functional properties and aesthetic qualities.</p>	<p>Select from and use a range of tools and equipment to perform practical tasks accurately eg. cutting, nailing, screwing, filing, sanding and drilling.</p> <p>Select from and use a wider range of materials and components, including construction materials and ingredients according to their functional properties and aesthetic qualities.</p>

	outdoors, ascribing meaning to their structures.	Can work with peers to create more ambitious structures.  Uses simple tools such as scissors, hole punches, staplers, screwdrivers safely and effectively.		textiles and ingredients, according to their characteristics.				
<b>Evaluate</b>	Can say something they like about their model.	Refine approaches when problems are encountered.  Can say what they do and don't like about a model.  Can talk about the process in which their model was made and give reasons why.	Explore and evaluate a range of existing products.	Evaluate their ideas and products against design criteria.	Investigate a range of existing products.  Understand how well products have been designed and made and what materials have been used.	Evaluate their ideas and products (strengths and areas for development) against their own design criteria.  Understand how key events and individuals in design have helped shape the world. (Victorians)	Investigate and improve upon existing designs and give reasons for their choices.  To disassemble products to understand how they work.	Evaluate their ideas and products (strengths and areas for development) against their own design criteria and consider the views of others to improve their work.  To refine work and techniques as the work progresses, continually evaluating the product design.
<b>Technical Knowledge</b>	Exploring using different joining techniques.	Uses a variety of joining techniques and is able to select resources based on purpose e.g. a stapler for a more robust join.	Begin to build structures looking at how they can be made stronger, stiffer and stable.  Explore and use mechanisms in their products.		Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.  Understand and use mechanical systems in their products eg. pulleys.		Understand and use mechanical systems in their products.  Understand and use electrical systems in their products eg. gears, cams and linkages.	Understand and use mechanical systems in their products.  Understand and use electrical systems in their products eg. pulleys, gears, cams and linkages.  Apply their understanding of computing to program, monitor and control their products.
<b>Cooking and Nutrition</b>	Makes playdough alongside an adult, following instructions.  Prepare and cook simple recipes such as	Makes playdough independently, following pictorial instructions.  Uses a range of techniques such as peeling, chopping, mixing	Understand where food comes from.	Use the basic principles of a healthy and varied diet to prepare dishes.	Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.  Prepare savoury dishes while beginning	Prepare savoury dishes while beginning to understand how to use a range of techniques such as slicing and grating.  To be able to follow a recipe.	Prepare and cook savoury dishes while beginning to understand how to use a range of techniques such as kneading and baking and apply these using a heat source where	Understand and apply the principles of a healthy and varied diet  Prepare and cook savoury dishes while understanding how to use a range of

	cakes, biscuits and soup alongside an adult, following their instructions.	with adult supervision  Prepare and cook simple recipes such as cakes, biscuits and soup alongside an adult, following instructions and discussing the process  Is able to use own experiences of planting and harvesting to understand that some food comes from the ground.			to understand how to use a range of techniques such as peeling, chopping and mixing.		appropriate.  To be able to create a recipe.	techniques such as slicing, chopping, mixing, peeling, grating, kneading and baking and apply these using a heat source where appropriate.  To create and refine recipes with thought to cost and health and demonstrate a range of baking and cooking techniques.
Organisation and Communication			Design and make toy including a mechanism – Toys/Spring Create a strong bridge – My Local Area/UK  Understand where food comes from – My Local Area/Summer	Design a patchwork blanket to be displayed in school/care home/nursery– Our World/Spring  Design and create a savoury picnic suitable for the seaside – Seaside/Summer	Design and create date balls - Ancient Egyptians/Autumn Design a Stone Age meal for a specific season (seasonality) – The Stone Age/Spring  Design a meal for a specific season – UK/Summer	Design and sew clothing for a peg doll – Victorians/Spring  Follow a recipe to make an Italian Salad – Romans/Summer	Bake Greek bread – Greeks/Autumn  Create a car using mechanisms- European/Summer	Design and make a bridge that moves and includes a light – Local Study/Summer  Create and refine a recipe – America/Autumn
Overarching vocabulary			Communicate, design, evaluate, mechanism, tools, healthy, structure, stronger, stiffer, stable, improve, generate, finishing, sewing, templates, join, cut.		Experience, research, generate, develop, techniques, peeling, cutting. Evaluate, reinforce, criteria, recipe, materials, functional, appealing, aesthetics, purpose, audience, mechanism, seasonality.	Design, generate, criteria, slicing, chopping, mixing, peeling, grating, kneading, baking, recipe, aesthetics, improve, healthy and varied diet, heat source, programme, mechanisms, electricals., innovative, computer aided design, components.		