Design Technology Progression Map

Intent: At MIP we have a DT curriculum that fosters creative thinking and encourages discussion, design and making. It supports a wider progressive curriculum allowing the drawing and modelling of ideas. Children will be encouraged to select appropriate tools and techniques for making a products and following safe practices.

		Cycle A	Cycle B	Cycle A	Cycle B	Cycle A	Cycle B
EYFS		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
UW: 3-4 year olds: UW: Reception: ELG: UW/Past and Present:	Autumn	Shade and Shelter Investigating existing products; Designing and making shelters and dens; Prototypes; Safety rules; Materials	Remarkable Recipes Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal	Fresh Food, Good Food Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks	Cook Well, Eat Well This project teaches children about food groups and the Eatwell guide. They learn about methods of cooking and explore these by cooking potatoes and ratatouille. The children choose and make a taco filling according to specific design criteria.	Moving Mechanisms This project teaches children about pneumatic systems. They experiment with pneumatics before designing, making and evaluating a pneumatic machine that performs a useful function.	Food for Life This project teaches children about processed food and healthy food choices. They make bread and pasta sauces and learn about the benefits of whole foods. They plan and make meals as part of a healthy daily menu, and evaluate their completed products.
	Spring	Chop, Slice and Mash Sources of food; Food preparation techniques;	Beach Hut Structures – strengthening and joining	Water, Ripples and Waves Investigate and identify the design features of a	Push and Pull This project teaches children about three types of mechanism:	Eat the Seasons This project teaches children about the meaning and	Switch! Use a sensor to monitor an environmental variable, such as

		Hygiene rules; Designing and making salads and sandwiches		familiar product; Choose from a range of materials, showing an understanding of their different characteristics.	sliders, levers and linkages. They make models of each mechanism before designing and making a greetings card with a moving part.	benefits of seasonal eating, including food preparation and cooking techniques.	temperature, sound or light; Demonstrate how their products take into account the safety of the user.
	Summer	**Taxi!** Mechanisms – wheels, axles and chassis	**Making It Move** This project teaches children about cam mechanisms. They experiment with different shaped cams before designing, making and evaluating a child's automaton toy.	**Tomb builders (Y4); Seeing the Light** Simple and compound machines	**Greenhouse** This project teaches children about structures and frameworks. They make mini-greenhouse prototypes using strengthening, finishing and joining techniques.	**Make Do and Mend** This project teaches children a range of simple sewing stitches, including ways of recycling and repurposing old clothes and materials.	**Architecture** This project teaches children about how architectural style and technology has developed over time and then use this knowledge to design a building with specific features.