

St. Luke's Catholic Primary School Progression in Design and Technology



Aspect	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design	They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, See pink in Year 1 column including continuous provision linked to each topic area. Activities include: Drawing (pencil and colour) Junk modelling Role play Painting Building/constructi on Chalk Collage Loose parts Large loose parts (e.g bricks)	design purposeful, functional, appealing products for themselves and other users based on design criteria • Paws, Claws and Whiskers, Autumn 2, Cycle B • Superheroes, Spring 1, Cycle A generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology • Paws, Claws and Whiskers, Autumn 2, Cycle B • Superheroes, Spring 1, Cycle A •	design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology • Paws, Claws and Whiskers, Autumn 2, Cycle B • Muck, Mess and Mixtures - Spring 2 Cycle B • Street Detectives Summer 1 Cycle A • Towers, Tunnels and Turrets Spring 2 Cycle A	use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design • Gods and Mortals Summer 2 Cycle B • Heroes and Villains Summer 1 Cycle B • Mighty Metals Summer 1 Cycle A • Scrummdiddlyumpt ious Autumn 1 Cycle B • Tremors Spring 1 Cycle B • Tribal Tales Spring 1 Cycle A	use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design • Gods and Mortals Summer 2 Cycle B • Heroes and Villains Summer 1 Cycle B • Mighty Metals Summer 1 Cycle A • Scrummdiddlyumpt ious Autumn 1 Cycle B • Tribal Tales Spring 1 Cycle A	use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design • Traders and Raiders Summer 1 Cycle B • 1066 Spring 2 Cycle A • Burp, Bottoms and Bile Autumn 1 Cycle B • Alchemy Island Summer 1 Cycle A • Scream Machine, Class 5, Spring 2, Cycle B	use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design • Alchemy Island Summer 1 Cycle A • Scream Machine, Class 5, Spring 2, Cycle B • Blood Heart Autumn 1 Cycle B • ID Autumn 2 Cycle B

	•			 I am Warrior Summer 2 Cycle A Misty Mountain Winding River Autumn 2 Cycle A Potions Spring 2 Cycle B 	 1066 Spring 2 Cycle A Burp, Bottoms and Bile Autumn 1 Cycle A I am Warrior Summer 2 Cycle A Misty Mountain Winding River Autumn 2 Cycle A Potions Spring 2 Cycle B Traders and Raiders Summer 1 Cycle B Stargazers Spring 1 Cycle B 	 Blood Heart Autumn 1 Cycle B ID Autumn 2 Cycle B Tomorrow's World Summer 2 Cycle A 	• Tomorrow's World Summer 2 Cycle A
Make	They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, See pink in Year 1 column including continuous provision linked to each topic area. Activities include: Drawing (pencil and colour) Junk modelling Role play Painting	 select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] Dinosaur Planet Autumn 1 Cycle 1 Rio de Vida Summer 2 Cycle A Land Ahoy Spring 1 Cycle A Street Detectives Summer 1 Cycle A The Scented Garden Summer 1 Cycle B Wriggle and Crawl Autumn 1 Cycle B select from and use a wide range of materials and components, including construction materials, textiles and 	select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • Rio de Vida Summer 2 Cycle A • Land Ahoy Spring 1 Cycle A • Street Detectives Summer 1 Cycle A • The Scented Garden Summer 1 Cycle B • Wriggle and Crawl Autumn 1 Cycle B • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • Gods and Mortals Summer 2 Cycle B • Mighty Metals Summer 1 Cycle A • Potions Spring 2 Cycle B select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities • Flow Spring 2 Cycle A	 select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately Gods and Mortals Summer 2 Cycle B Mighty Metals Summer 1 Cycle A Potions Spring 2 Cycle B Pharaohs Spring 1 Cycle A select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities Flow Spring 2 Cycle A 	select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • Pharaohs Spring 1 Cycle A select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities • 1066 Spring 2 Cycle A • Burp, Bottoms and Bile Autumn 1 Cycle A • Playlist Summer 2 Cycle A	select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities • Scream Machine Spring 2 Cycle B • A Child's War Summer 2 Cycle B

 Building/constructi on Chalk Collage Loose parts Large loose parts (e.g bricks) The Enchanted Woodland Summer 2 Cycle B Towers, Tunnels and Turnets Spring 2 Cycle A Memory Box Autumn 2 Cycle B Rio de Vida Summer 1 Cycle A Street Detectives Summer 1 Cycle A The Scented Garden Summer 1 Cycle B Wriggle and Crawl Autumn 1 Cycle B 	and Turrets Spring 2 Cycle A • Memory Box Autumn 2 Cycle B • Rio de Vida Summer 2 Cycle A • Street Detectives Summer 1 Cycle A • The Scented Garden Summer 1 Cycle B • Wriggle and Crawl Autumn 1 Cycle B	 Gods and Mortals Summer 2 Cycle B Heroes and Villains Summer 1 Cycle B Mighty Metals Summer 1 Cycle A Tremors Spring 1 Cycle B Blue Abyss Autumn 2 Cycle B I am Warrior Summer 2 Cycle A Misty Mountain Winding River Autumn 2 Cycle A Potions Spring 2 Cycle B 	 Gods and Mortals Summer 2 Cycle B Heroes and Villains Summer 1 Cycle B Mighty Metals Summer 1 Cycle A Tremors Spring 1 Cycle B 1066 Spring 2 Cycle A Blue Abyss Autumn 2 Cycle B Burp, Bottoms and Bile Autumn 1 Cycle A I am Warrior Summer 2 Cycle A Misty Mountain Winding River Autumn 2 Cycle A Playlist Summer 2 Cycle A Playlist Summer 2 Cycle B Traders and Raiders Summer 1 Cycle B Road Trip USA Spring 2 Cycle B Allotment Summer 1 Cycle A Peasants, Princes and Pestilence Autumn 2 Cycle B Stargazers Spring 1 Cycle B Time Traveller Summer 2 Cycle B 	 Allotment Summer 1 Cycle A Beast Creator Autumn 2 Cycle A Peasants, Princes and Pestilence Autumn 2 Cycle B Stargazers Spring 1 Cycle B Time Traveller Summer 2 Cycle B Scream Machine Spring 2 Cycle B A Child's War Summer 2 Cycle B Blood Heart Autumn 1 Cycle B Gallery Rebels Spring 1 Cycle A Hola Mexico Spring 1 Cycle B ID Autumn 2 Cycle B Revolution Spring 2 Cycle A 	 Blood Heart Autumn 1 Cycle B Gallery Rebels Spring 1 Cycle A Hola Mexico Spring 1 Cycle B ID Autumn 2 Cycle B Revolution Spring 2 Cycle A
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Evaluate	They safely use and	explore and evaluate a	explore and evaluate a	investigate and analyse a	investigate and analyse a	investigate and analyse a	investigate and analyse a
	explore a variety of	range of existing	range of existing	range of existing	range of existing	range of existing	range of existing
	materials, tools and	products	products	products	products	products	products
	techniques,	Moon Zoom! Spring	Moon Zoom! Spring	Blue Abyss	• 1066 Spring 2	• 1066 Spring 2	Tomorrow's World
	experimenting with	1 Cycle B	1 Cycle B	Autumn 2 Cycle B	Cycle A	Cycle A	Summer 2 Cycle A
	colour, design, texture,	• Towers, Tunnels	Towers, Tunnels	• I am Warrior	Blue Abyss	• Burp, Bottoms and	
	form and function.	and Turrets Spring	and Turrets Spring	Summer 2 Cycle A	Autumn 2 Cycle B	Bile Autumn 1	
	Children use what they	2 Cycle A	2 Cycle A	Misty Mountain	• Burp, Bottoms and	Cycle A	evaluate their ideas and
	have learnt about media			Winding River	Bile Autumn 1	Playlist Summer 2	products against their
	and materials in original	evaluate their ideas and	evaluate their ideas and	Autumn 2 Cycle A	Cycle A	Cycle A	own design criteria and
	ways, thinking about	products against design	products against design	Potions Spring 2	• I am Warrior	Road Trip USA	consider the views of
	uses and purposes. They	criteria	criteria	Cycle B	Summer 2 Cycle A	Spring 2 Cycle B	others to improve their
	represent their own	Moon Zoom! Spring	Moon Zoom! Spring	•	Potions Spring 2	• Stargazers Spring	work
	ideas, thoughts and	1 Cycle B	1 Cycle B	•	Cycle B	1 Cycle B	Scream Machine
	feelings through design	Rio de Vida	Rio de Vida		Misty Mountain	Tomorrow's World	Spring 2 Cycle B
	and technology,	Summer 2 Cycle A	Summer 2 Cycle A	evaluate their ideas and	Winding River	Summer 2 Cycle A	Tomorrow's World
	See pink in Year 1	Land Ahoy Spring 1	Land Ahoy Spring 1	products against their	Autumn 2 Cycle A		Summer 2 Cycle A
	column including	Cycle A	Cycle A	own design criteria and	 Playlist Summer 2 		
	continuous provision	Towers, Tunnels	Towers, Tunnels	consider the views of	Cycle A	evaluate their ideas and	
	linked to each topic	and Turrets Spring	and Turrets Spring	others to improve their		products against their	understand how key
	area. Activities include:	2 Cycle A	2 Cycle A	work	Road Trip USA	own design criteria and	events and individuals in
	• Drawing (pencil and			Mighty Metals	Spring 2 Cycle B	consider the views of	design and technology
	colour)			Summer 1 Cycle A	Stargazers Spring	others to improve their	have helped shape the
	Junk modelling			Scrummdiddlyumpt	1 Cycle B	work	world
	Role play			ious Autumn 1	•	• 1066 Spring 2	Tomorrow's
	Painting				evaluate their ideas and	Cycle A	World
	Building/constructi			Cycle A	products against their	• Burp, Bottoms and	Summer 2
	on			• Tribal Tales	own design criteria and	Bile Autumn 1	Cycle A
	 Chalk 			Spring 1 Cycle A	consider the views of	Cycle A	
				Blue Abyss	others to improve their	• Traders and	
	• Collage			Autumn 2 Cycle B	work	Raiders Summer 1	
	Loose parts			Misty Mountain		Cycle B	
	Large loose parts			Winding River	Mighty Metals	Stargazers Spring	
	(e.g bricks)			Autumn 2 Cycle A	Summer 1 Cycle A	1 Cycle B	
	•			Potions Spring 2	Scrummdiddlyumpt	Tomorrow's World	
				Cycle B	ious Autumn 1	Summer 2 Cycle A	
					Cycle A		
					Tribal Tales		
1				understand how key	Spring 1 Cycle A	understand how key	
				events and individuals in	• 1066 Spring 2	events and individuals in	
				design and technology	Cycle A	design and technology	
				have helped shape the	Blue Abyss	have helped shape the	
				world	Autumn 2 Cycle B	world	
				Blue Abyss		Tomorrow's World	
				Autumn 2 Cycle B		Summer 2 Cycle A	
	1	l	1	Autumn 2 Cycle B	1	Summer 2 Cycle A	1

				•	 Burp, Bottoms and Bile Autumn 1 Cycle A Misty Mountain Winding River Autumn 2 Cycle A Potions Spring 2 Cycle B Traders and Raiders Summer 1 Cycle B Stargazers Spring 1 Cycle B understand how key events and individuals in design and technology have helped shape the world Blue Abyss Autumn 2 Cycle B 		
Technical Knowledge	They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, • See pink in Year 1 column including continuous provision linked to each topic area. Activities include:	 build structures, exploring how they can be made stronger, stiffer and more stable Dinosaur Planet Autumn 1 Cycle 1 The Enchanted Woodland Summer 2 Cycle B Bright Lights, Big City Autumn 2 Cycle A Moon Zoom! Spring 1 Cycle B Rio de Vida Summer 2 Cycle A Splendid Skies Autumn 1 Cycle A 	 build structures, exploring how they can be made stronger, stiffer and more stable Bright Lights, Big City Autumn 2 Cycle A Moon Zoom! Spring 1 Cycle B Rio de Vida Summer 2 Cycle A Splendid Skies Autumn 1 Cycle A Towers, Tunnels and Turrets Spring 2 Cycle A explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. 	apply their understanding of how to strengthen, stiffen and reinforce more complex structures • Tremors Spring 1 Cycle B understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • Flow Spring 2 Cycle A • Mighty Metals Summer 1 Cycle A •	apply their understanding of how to strengthen, stiffen and reinforce more complex structures • Tremors Spring 1 Cycle B • 1066 Spring 2 Cycle A • Traders and Raiders Summer 1 Cycle B understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • Flow Spring 2 Cycle A	apply their understanding of how to strengthen, stiffen and reinforce more complex structures • 1066 Spring 2 Cycle A • Traders and Raiders Summer 1 Cycle B • A Child's War Summer 2 Cycle B • Frozen Kingdom Autumn 2 Cycle A • Hola Mexico Spring 1 Cycle B understand and use mechanical systems in their products [for example, gears, pulleys,	apply their understanding of how to strengthen, stiffen and reinforce more complex structures • A Child's War Summer 2 Cycle B • Frozen Kingdom Autumn 2 Cycle A • Hola Mexico Spring 1 Cycle B understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] understand and use electrical systems in their products [for

	 Drawing (pencil and colour) Junk modelling Role play Painting Building/cons truction Chalk Collage Loose parts Large loose parts (e.g bricks) 	explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. • Moon Zooml Spring 1 Cycle B • Bounce Summer 2 Cycle B • Land Ahoy Spring 1 Cycle A	 Moon Zoom! Spring 1 Cycle B Bounce Summer 2 Cycle B Land Ahoy Spring 1 Cycle A 	understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] • Mighty Metals Summer 1 Cycle A apply their understanding of computing to program, monitor and control their products.	 Mighty Metals Summer 1 Cycle A 1066 Spring 2 Cycle A understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] Mighty Metals Summer 1 Cycle A apply their understanding of computing to program, monitor and control their products. 	cams, levers and linkages] • 1066 Spring 2 Cycle A understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] • Scream Machine Spring 2 Cycle B • Gallery Rebels Spring 1 Cycle A apply their understanding of computing to program, monitor and control their products. • Alchemy Island Summer 1 Cycle A	example, series circuits incorporating switches, bulbs, buzzers and motors] • Scream Machine Spring 2 Cycle B • Gallery Rebels Spring 1 Cycle A apply their understanding of computing to program, monitor and control their products. • Alchemy Island Summer 1 Cycle A
Cooking and nutrition.	They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, Health and self-care: children know the importance for good health of physical exercise, and a healthy	use the basic principles of a healthy and varied diet to prepare dishes • Dinosaur Planet Autumn 1 Cycle 1 • Superherces Spring 1 Cycle A • The Enchanted Woodland Summer 2 Cycle B • Memory Box Autumn 2 Cycle B • Rio de Vida Summer 2 Cycle A • Muck, Mess and Mixtures Spring 2 Cycle B • Street Detectives Summer 2 Cycle A • Wriggle and Crawl Autumn 1 Cycle B	use the basic principles of a healthy and varied diet to prepare dishes • Memory Box Autumn 2 Cycle B • Rio de Vida Summer 2 Cycle A • Muck, Mess and Mixtures Spring 2 Cycle B • Street Detectives Summer 2 Cycle A • Wriggle and Crawl Autumn 1 Cycle B understand where food comes from • Muck, Mess and Mixtures Spring 2 Cycle B	understand and apply the principles of a healthy and varied diet • Scrummdiddlyumpt ious Autumn 1 Cycle A prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • Scrummdiddlyumpt ious Autumn 1 Cycle A • I am Warrior Summer 2 Cycle A •	understand and apply the principles of a healthy and varied diet • Scrummdiddlyumpt ious Autumn 1 Cycle A • Burp, Bottoms and Bile Autumn 1 Cycle A prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • Scrummdiddlyumpt ious Autumn 1 Cycle A • I am Warrior Summer 2 Cycle A	understand and apply the principles of a healthy and varied diet • Burp, Bottoms and Bile Autumn 1 Cycle A • Hola Mexicol Spring 1 Cycle B prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • Road Trip USA Spring 2 Cycle B • Allotment Summer 1 Cycle A • Peasants, Princes and Pestilence Autumn 2 Cycle B	understand and apply the principles of a healthy and varied diet • Hola Mexicol Spring 1 Cycle B prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • Scream Machine Spring 2 Cycle B • A Child's War Summer 2 Cycle B • Blood Heart Autumn 1 Cycle B • ID Autumn 2 Cycle B understand seasonality, and know where and how a variety of ingredients

diet, and talk about ways to keep healthy and safe. See pink in Year 1 column including continuous provision linked to each topic area. Activities include: • Drawing (pencil and	understand where food comes from • Muck, Mess and Mixtures Spring 2 Cycle B	understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. •	 Road Trip USA Spring 2 Cycle B Allotment Summer 1 Cycle A Peasants, Princes and Pestilence Autumn 2 Cycle B 	 Scream Machine Spring 2 Cycle B A Child's War Summer 2 Cycle B Blood Heart Autumn 1 Cycle B ID Autumn 2 Cycle B 	are grown, reared, caught and processed.
colour) Junk modelling Role play Painting Building/constructi on Chalk Collage Loose parts Large loose parts (e.g bricks)			understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. •	understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. • Allotment Summer 1 Cycle A • Pharaohs Spring 1 Cycle A	

Please note:

- Most detailed coverage is shown in bold
- Mixed-age classes mean that there is a 2 year cycle. Not all children will cover the same topics. Therefore, it is imperative that the objectives are covered in detail for the older year group of the class.