Hillocks Primary Academy

Design Technology

Progression Curriculum

Cycle A 2025 – 2026

Cycle B 2026 - 2027

We empower | We respect | We care

Part of Diverse Academies

Key Stage 1						
	Cycle A			Cycle B		
Unit	Build Vehicles	Sew Animal sock puppets	Cook Dips and vegetables / Jam tarts or mince pies	Build Moving pictures **(Nativity Retell)**	**Build: A Shelter for a Dragon**	Cook Pizza / Gingerbread
Purpose	To build a moving vehicle to race down a slope	To make an animal sock puppet	To create a sweet and savoury snack to share with guests	To a create a moving picture using slides and levers	To build a shelter for a dragon.	To create a sweet and savoury dish to share with guests
Concepts	Process of design Vehicles: user and purpose Mechanical systems: wheels and axles Wheels and axles in everyday examples Structures and materials to make vehicles strong, stiff and stable. Materials—properties and functionality	Process of design Making products with fabric Properties of a range of materials Using suitable materials Fixing fabric together Features of a puppet Features of different animals	Nutrition—vegetables Sweet v savoury Cooked v raw Cooking from different cultures—Greece / England A recipe is a set of instructions which tells you how to make food Cooking from different cultures—England A pie can be made with pastry Seasonality—preserving fruit for the winter	Process of design Mechanical systems: Levers and sliders Levers and sliders in everyday examples Structures and materials to make levers and sliders in moving pictures strong, stiff and stable.	Understanding that structures must be strong, stable and fit for purpose. Exploring how shape and materials affect stability (e.g., wide bases, joining corners). Learning simple ways to strengthen structures (e.g., folding card, adding supports).	Processed v home-made food Preserving food Cooking from different cultures—Naples, Italy History of food Cost of food Savoury Spices Spicy/sweet History of food Food transport and cost of ingredients Decoration Cooked v raw Baking
D&T Vocabulary	vehicle, transport, wheel, axle, axle holder, body, chassis, design, diagram	materials, properties, fabric, reuse, recycle, waste, design, feature, template	sweet, bake, pastry, season, preserve, mincemeat, fruit, vegetable, nutrients, sweet, savoury, raw, chop	mechanism, lever, pivot, slider, slot, oscillating motion, linear motion, design, properties, mock-up	materials, properties, structure, stable, unstable, strength, support, frame, flexible, weak, strong	pizza, savoury, dough, bake, knead, passata, home-made food, processed food, gingerbread, spice, ginger, sweet, dough, raw, bake

Key Stage 1 – Be a designer	
Design	DT1.1 be able to research examples of product they are designing DT1.2 be able to describe and use their own ideas to design a product to fit a purpose DT1.3 be able to explain to someone else how they want to make their product using simple labelled plans and suggested suitable materials
Make	DT1.4 be able to create a mock-up / prototype DT1.5 be able to use their plan to make something DT1.6 be able to select and use suitable tools safely to create their product (to cut, join or shape) DT1.7 know how to join materials (gluing, sticking, the drying) DT1.8 know how to decorate their product to meet purpose DT1.9 know how to follow a simple recipe DT1.10 know how to cut with scissors
Use & evaluate	DT1.11 know what went well with their own work against a design criteria DT1.12 be able to evaluate against existing products
Cooking & Nutrition	DT1.13 be able to use measure in spoonfuls DT1.14 be able to use a knife to cut, chop and slice safely using a bridge and claw technique DT1.15 be able to rub fat into flour DT1.16 know how to use basic food handling, hygiene practices and personal hygiene DT1.17 be able to mash and mix DT1.18 be able to knead, roll and shape a dough DT1.19 be able to crack an egg
Build	DT1.20 know what products use levers and sliders; see saw, scissors, hammer, wheelbarrow, shaduf DT1.21 know an axle can join two wheels on a vehicle DT1.22 know how to make a simple product that moves DT1.23 know how to make their product strong, stiff and stable DT1.24 know how to make and use paper templates to cut shapes
Vocabulary	DT1.29 be able to talk about my learning in computing using subject specific vocabulary taught.

Lower Key Stage 2		
	Cycle A	**Cycle B**

Unit	Build Pop-up books	Cook Pasta A meal for a mountaineer	Sew – Decorations	Sew Cushions	Build Moving miniature playgrounds	Cook Apple crumble
Purpose	To create moving pictures	To prepare a main meal for a family	To create a Christmas decoration	To sew a decorative cushion	To build a moving playground which operates using a gear mechanism and electrical circuit	To prepare a meal
Concepts	Process of design Mechanical systems: Linkages: moving pivot, fixed pivot, types of motion Linkages — uses and purpose in everyday examples Materials to make linkages in moving books— strong, stiff and stable	Sweet/Savoury Making bread with flour made from wheat Yeast Wholegrains and health Baking Milk production Dairy products and butter production Food from different cultures Pasta production Vegetables are part of a healthy diet Tomatoes— production, preserving	Process of design Making products with fabric Types of fabric - natural/synthetic Properties of fabric—thickness, softness, stretchiness What materials are key rings/decorations made of How fabric is fit for purpose Features of a key ring/decoration—size, materials, shape, joining, stitching, decoration	Process of design Making products with fabric Types of fabric - natural/synthetic Properties of fabric—thickness, softness, stretchiness. Features of a cushion – size, materials, shape, joining, decoration. Decoration—appliqué	Process of design Mechanical systems: gears, teeth, interlock, motion transfer, drive gear, driven gear, gearing up, gearing down Gears: user and purpose in everyday examples Structures and materials to make a product with gears — 3d shapes, strong, stiff and stable Electrical systems: circuits, batteries, bulbs and buzzers.	Different varieties of apples including cooking and eating apples Apples as part of a healthy diet Seasonality Environment and sustainability—eating local produce Affordability
D&T Vocabulary	mechanism, component part, pivot, lever, fixed pivot, moving pivot, base structure, slider, linkage, prototype	pasta, savoury, dough, boil, bake, preserve, tinned, peel, chop wheat, grain, flour, wholemeal flour, yeast, dough, knead, bake, dairy, churn	fabric, natural fabric, synthetic fabric, felt, seam	cushion, fabric, natural fabric, synthetic fabric, felt, applique, seam	mechanism, component part, gear, axle, drive gear, driven gear, circuit, battery, switch, wire, annotated diagram, exploded diagram	, chop dessert, sweet, crumble, orchard, eating apple, cooking apple, vitamins, seasonality, local

Lower Key Stage 2 – Be a designer

Design	DT2.1 be able to devise criteria for a product DT2.2 be able to draw annotated designs with labels that detail their material choices, suitability of the given materials and appeal DT2.3 be able to use ideas from other people and/or existing products when designing (e.g. creating a mood board or disassembling existing products) DT2.4 be able to create exploded diagrams
Make	DT2.5 be able to select the most appropriate tools, equipment and materials for a given task (including textiles, construction materials and/or ingredients) DT2.6 be able to select the most appropriate technique for measuring, shaping and joining, considering accuracy and justifying their choices DT2.7 be able to choose and justify finishing techniques to improve the appearance of their products
Use & evaluate	DT2.8 be able to write a peer evaluation against criteria and existing products DT2. 9 be able to identify success or how to improve a finished product in relation to the design criteria including purpose and appearance
Cooking & Nutrition	DT2.10 be able to prepare a range of different fruits and vegetables (peel, core, press, cook, shred, make) DT2.11 know that dough made with yeast needs time to rise
Build	DT2.12 know which products use linkages; clothes horse, lifts, toolbox, engines DT2.13 know which products use gears: tin openers, bicycles; how gears on a bicycle work
Sew	DT2.14 be able to pin fabric DT2.15 be able to thread a needle DT1.27 be able to tie a knot DT1.28 be able to sew a running stitch DT2.16 be able to sew a back stitch and an overcast stitch (whipstitch) DT2.17 be able to add dimension by stuffing fabric DT2.18 know that applique is pieces of fabric sewn onto a larger piece of fabric to form a pattern or picture
Vocabulary	DT2. 19 be able to talk about my learning in computing using subject specific vocabulary taught.

Upper Key Stage 2						
	Cycle A			**Cycle B**		
Unit	Sew Bags	Pitta bread	Build Electrical toys	Build Cams toys	Cook Mezze	Sew Upcycling fashion
Purpose	To make a bag for life	To bake a sharing snack	To make a card for someone	To create a child's toy that moves	To prepare and cook a variety of savoury dishes	To upcycle a shirt to wear in our fashion show

			which operates using an electrical circuit			
Concepts	Process of design Making products with fabric Types of fabric—natural/ synthetic Properties and suitability of fabric How fabrics are made weaving Features of a bag – size, materials, fastenings, shape, joining, decoration, handles Decoration—appliqué, embroidery	Different types of bread Bread as part of a balanced, healthy diet Using yeast—leavened/unleavened bread Cooking from different cultures Wheat production	Process of design Electrical Toys: user and purpose in everyday examples. Electrical systems: circuits, batteries, bulbs, buzzers and motors. Structures and materials to make a product with an electrical circuit — strong, stiff and stable.	Process of design Mechanical systems: cams, followers, sliders, camshaft, rotary motion, linear motion, cam profiles Everyday examples and purpose of cams mechanisms. Structures and materials to make products with cams and followers — 3d shapes, strong, stiff and stable.	Cooking from different cultures Sweet/Savoury Mezze—sharing food Balanced diet and different food groups Seasoning Herbs and spices	Process of design Processes for making clothes—seams and hems Decoration—appliqué, embroidery, buttons, gluing
D&T Vocabulary	materials, properties, fabric, natural fabric, synthetic fabric, woven, plait, applique, seam, hem, embroidery	pitta bread, flatbread, wheat, yeast, leavened, unleavened, dough, knead, bake	electrical circuit, component parts, bulb, battery, switch, design, materials, stiff/stable, user, purpose/function, aesthetic	mechanism, component part, cams mechanism, rotary motion, axis, linear motion, cam, follower, slider, camshaft, cross-sectional diagram	mezze, savoury, tzatziki, babaghanoush, tabbouleh, kofta, seasoning, herbs, spices	upcycle, recycle, pollution, globalisation, 'fast fashion'. Sustainable fashion, applique, embroidery, seam, hem

Upper Key Stage 2 End Points – Be a designer	
Design	DT3.1 be able to create annotated drawings and cross-sectional diagrams to display finer details DT3.2 be able to design choices including consideration of culture and society and planning in terms of audience, purpose and knowledge of how a product is assembled DT3.3 be able to create pattern pieces
Make	DT3.4 be able to use a range of tools and equipment competently and safely

	DT3.5 be able to carry out finishing techniques to enhance the appearance and function of their product and justify their design choices DT3.6 be able to make a prototype before making a final version
Use & evaluate	DT3.7 be able to evaluate their own and others' finished product against the design criteria and existing products or designs DT3.8 be able to use feedback from others to suggest improvements to design plans, prototypes and finished products
Cooking & Nutrition	DT3.9 be able to use a grater safely DT3.10 know how to cook meat safely DT3.11 know how to activate yeast DT3.12 be able to measure wet ingredients using a measuring jug DT3.13 be able to beat ingredients
Build	DT3.14 know the structure of a cams toy and the products that use these DT3.15 know how pulleys work DT3.16 know which products use electrical circuits
Sew	DT3. 17 be able to use fabric techniques for practicality and to enhance design DT3. 18 be able to sew on a button to fabric
Vocabulary	DT3. 19 be able to talk about my learning in computing using subject specific vocabulary taught.