



Writing Expectation History

Mathematics DT Science PE Languages

Art Geography Differentiation

Progression National Curriculum

Languages English Writing Progression
Differentiation Science Art
Mathematics Expectation

Progression in the new National Curriculum

Design and technology

KS1

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts (e.g. the home and school, gardens and playgrounds, the local community, industry and the wider environment). When designing and making, pupils should be taught to:

Design

- 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, mockups and, where appropriate, information and communication technology

Make

- select from and use a range of tools and equipment to perform practical tasks, e.g. cutting, shaping, joining and finishing
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Technical knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms (e.g. levers, sliders, wheels and axles), in their products

Cooking and nutrition

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from



Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts (e.g. the home, school, leisure, culture, enterprise, industry and the wider environment).

Design

- 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, crosssectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make

When designing and making, pupils should be taught to:

- select from and use a wider range of tools and equipment to perform practical tasks (e.g. 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

Evaluate

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products (e.g. gears, pulleys, cams, levers and linkages)
- understand and use electrical systems in their products (e.g. series circuits incorporating switches, bulbs, buzzers and motors)
- apply their understanding of computing to program, monitor and control their products.

Cooking and nutrition

- understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
- understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

