

Crawley Ridge Junior School Skills Progression Design and Technology

By the end of Key Stage 2 pupils, through a variety of creative and practical activities, will be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.

As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open the door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life.

Pupils should be taught to:

- 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.

	Year 2 – Prior learning	Year 3	Year 4	Year 5	Year 6
Themes		<p>Structures – (Forest Schools) to make an Iron Age Roundhouse using natural materials in the school grounds</p> <p>Mechanisms: Pneumatic monsters</p> <p><u>Textiles – Design and make a cushion.</u></p> <p>Food: Eating seasonally</p>	<p>Structures: Safari buggies</p> <p>Electrical: Develop a new functional torch design.</p> <p><u>Textiles: Design and create a book sleeve</u></p> <p>Food: Adapting a recipe</p>	<p>Structures: Design and create a wooden bridge.</p> <p>Mechanisms: Pop up books using levers and sliders</p> <p><u>Textiles: Design and make a posy bag</u></p> <p>Food technology: Seasonality -Excellent small cake and pottage</p> <p>Forest Schools</p> <p>Weaving – wattle and daub</p>	<p>Structures: To design and construct an Air raid shelter</p> <p>Electrical: Design and develop a steady hand game.</p> <p>Food: Celebrating culture and seasonality.</p> <p>Forest schools: Wartime recipes</p> <p>Digital world: Navigating the world</p>
Design - Textiles (Understanding contexts, users and purposes, Generating, developing, modelling and communicating ideas)	<ul style="list-style-type: none"> • Have used simple patterns and templates for marking out. • Have evaluated a range of textile products. 	<ul style="list-style-type: none"> • Designing and making a template from an existing cushion and applying individual design criteria 	<ul style="list-style-type: none"> • Writing design criteria for a product, articulating decisions made • Designing a personalised Book sleeve. 	<ul style="list-style-type: none"> • Designing a posy bag considering the main component shapes required and creating an appropriate template • Considering the proportions of individual components 	

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Make – Textiles (Construction) (Planning, practical skills and techniques)	<ul style="list-style-type: none"> • Selecting and cutting fabrics for sewing • Joining fabric in simple ways by gluing and running stitch. 	<ul style="list-style-type: none"> • Following design criteria to create a cushion • Selecting and cutting fabrics with ease using fabric scissors <ul style="list-style-type: none"> • Sewing running and cross stitch to join fabric • Decorating fabric using appliqué • Completing design ideas with stuffing and sewing the edges 	<ul style="list-style-type: none"> • Making and testing a paper template with accuracy and in keeping with the design criteria <ul style="list-style-type: none"> • Measuring, marking and cutting fabric using a paper template • Selecting a stitch style to join fabric, working neatly sewing small neat stitches • Incorporating fastening to a design 	<ul style="list-style-type: none"> • Creating a 3D stuffed toy from a 2D design • Measuring, marking and cutting fabric accurately and independently <ul style="list-style-type: none"> • Creating strong and secure blanket stitches when joining fabric • Using applique to attach pieces of fabric decoration 	
Evaluation - Textiles	<ul style="list-style-type: none"> • Evaluating the quality of the stitching on others' work 	<ul style="list-style-type: none"> • Evaluating an end product and thinking of other ways in which to create similar items 	<ul style="list-style-type: none"> • Testing and evaluating an end product against the original design criteria <ul style="list-style-type: none"> • Deciding how many of the criteria should be met for the product to be considered successful • Suggesting modifications for improvement 	<ul style="list-style-type: none"> • Testing and evaluating an end product and giving point for further improvements 	
Textiles - Technical Knowledge	<ul style="list-style-type: none"> • Joining items using fabric glue or stitching Identifying benefits of these techniques <ul style="list-style-type: none"> • Threading a needle • Sewing running stitch, with evenly spaced, neat, even stitches to join fabric • Neatly pinning and cutting fabric using a template 	<ul style="list-style-type: none"> • Knowing how to thread needles and doing it with greater independence <ul style="list-style-type: none"> • Tying knots with greater independence • Sewing cross stitch and appliqué <ul style="list-style-type: none"> • Understanding the need to count the thread on a piece of even weave fabric in each direction to create uniform size and appearance • Understanding that fabrics can be layered for affect 	<ul style="list-style-type: none"> • Understanding that there are different types of fastenings and what they are <ul style="list-style-type: none"> • Articulating the benefits and disadvantages of different fastening types 	<ul style="list-style-type: none"> • Learning to sew blanket stitch to join fabric <ul style="list-style-type: none"> • Applying blanket stitch so the space between the stitches are even and regular • Threading needles independently 	