

Year 1

Design & Technology Progression Map

Curriculum Code	To master practical skills: food
Y1 - D&T 01	Cut, peel or grate ingredients safely and hygienically
Y1 - D&T 02	Measure or weigh using measuring cups or electronic scales
Y1 - D&T 03	Assemble or cook ingredients

Curriculum Code	To master practical skills: materials
Y1 - D&T 04	Cut materials safely using tools provided
Y1 - D&T 05	Measure and mark out to the nearest centimetre
Y1 - D&T 06	Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling)
Y1 - D&T 07	Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen)

Curriculum Code	To master practical skills: mechanics
Y1 - D&T 08	Create products using levers, wheels and winding mechanisms

Curriculum Code	To design, make, evaluate and improve
Y1 - D&T 09	Design products that have a clear purpose and an intended user
Y1 - D&T 10	Make products, refining the design as work progresses
Y1 - D&T 11	Use software to design

Curriculum Code	To take inspiration from design throughout history
Y1 - D&T 12	Explore objects and designs to identify likes and dislikes of the designs
Y1 - D&T 13	Suggest improvements to existing designs
Y1 - D&T 14	Explore how products have been created

Curriculum Code	Broadfield Academy – additional skills coverage