Year 5
Design & Technology Progression Map

Curriculum Code	To master practical skills: Food
Y5 - D&T 01	Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms)
Y5 - D&T 02	Measure accurately and calculate ratios of ingredients to scale up or down from a recipe
Y5 - D&T 03	Demonstrate a range of baking and cooking techniques
Y5 - D&T 04	Create and refine recipes, including ingredients, methods, cooking times and temperatures

Curriculum Code	To master practical skills: Materials
Y5 - D&T 05	Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape)
Y5 - D&T 06	Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper)

Curriculum Code	To master practical skills: Computing
Y5 - D&T 07	Write code to control and monitor models or products

Curriculum Code	To design, make, evaluate and improve
Y5 - D&T 08	Design with the user in mind, motivated by the service a product will offer (rather than simply for profit)
Y5 - D&T 09	Make products through stages of prototypes, making continual refinements
Y5 - D&T 10	Ensure products have a high quality finish, using art skills where appropriate
Y5 - D&T 11	Use prototypes, cross-sectional diagrams and computer aided designs to represent designs

Curriculum Code	To take inspiration from design throughout History
Y5 - D&T 12	Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices
Y5 - D&T 13	Create innovative designs that improve upon existing products
Y5 - D&T 14	Evaluate the design of products so as to suggest improvements to the user experience

Curriculum Code	Broadfield Academy – additional skills coverage