



Walford Nursery & Primary School
Design & Technology Vocabulary Progression



	Nursery	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	
<u>Design</u>	• Draw	• Ideas	• Own ideas • Design • Product • Move/s • Simple plan • Making/make • Pictures • Words	• Think • Idea • Plan • Choose • Best tools • Reasons • Describe • Pictures • Diagram/s • Models • Develop • Starting point	• Design • Criteria • Product • Attractive • Step by step plan • Order • Equipment • Tools • Describe • Labelled • Sketch • Realistic	• Influence • Designers • Produce • Plan • Explain • Persevere • Adapt • Original • Communicate • Idea/s • Sketch • Draw • Annotated • Suggest • Improvements	• Range of ideas • Collect information • Different sources • Produce • Detailed • Step by step plan • Explain • Appeal • Specific audience • Product • Design • Pulleys • Gears • Users view • Suggest • Alternative plans • Positives • Drawbacks	• Market research • Inform • Plans/planning • Ideas • Follow • Refine • Justify plan • Convince • Culture • Society • Designs • Constraints • Relation to audience
<u>Make</u>	• Make • Stick	• Build • Create • Glue	• Ideas • Product • Moves • Choose • Resources • Tools • Explain • Structure/model • Strong/er • Tidy • Arrange • Construction	• Choose • Tools • Materials • Explain • Join • Components • Different ways • Measure • Model • Structure • Movement	• Follow • Plan • Equipment • Materials • Select • Appropriate • Tools • Techniques • Product • Electrical component • Mechanical component • Accurate • Measure • Cut • Holes • Shape • Mould	• Tools • Task • Knowledge • Material • Best outcome • Attempt • Product • Strong • Measure • Accurate • Advanced techniques • Shape • Mould • Finishing • Awareness of audience	• Tools • Equipment • Competently • Prototype • Final piece • Persevere • Stages of making • Process • Accurate • Measurement • Precise • Strong • Fit for purpose • Refine • Improve • Mouldable materials • Exploded diagram	• Use • Specific tool • Specific task • Correctly • Safely • Explain • Specific action • Change work • Precise • Accurate • Hide joints • Improve

<u>Evaluate</u>	- Like - Don't like	- Better - Worse	- Describe - Explain - Working well - Not working well	- Chosen materials - Textiles - What went well - Consider - How - Improvements - Construction	- Explain - How - Improve - Know - Why - Has been successful - Has not been successful - Change - Make design even better if... - Reinforce	- Evaluate - Suggest - Improve - Purpose - Appearance - Altered - Check/ing - Successful	- Suggest - Alternative plans - Positive features - Drawbacks - Evaluate - Appearance - Function - Original criteria - Check/ing - Best it can be - Fit for purpose - Strong - Explain - Refine - Test	- Test - Evaluate - Explain - How - Know - Clear criteria - Decide - Fit for purpose - Improve - Evaluate resources - Justify - Selected materials
<u>Technical</u> <u>Textiles</u> <u>Mechanisms</u> <u>Materials</u>	- Paper - Glue - Paint <u>Textiles</u> - Clothes - Short - Trousers - Top - Jumper - Button	<u>Textiles</u> - Bead - Fabric - Felt - Sew - Zip <u>Materials</u> - Cello tape - Masking tape - Paper clip - Plasticine - Ruler - Straw - Cardboard tube - Plastic bottles <u>Tools</u> - Scissors - Glue stick - Glue spreader - Paint brush	<u>Mechanisms</u> - Move - Cut - Materials - Scissors - Describe - Sliders - Axels <u>Structures</u> - Axle - Bridge - Design - Design criteria - Model - Net - Packaging - Structure - Template - Unstable - Stable - Strong - Weak	<u>Textiles</u> - Sew - Cut - Fabric - Thread - Running stich - Knot - Template - Needle - Needle threader - Eye of the needle - Fabric scissors - Fabric glue <u>Mechanisms</u> - Join - Equipment - Moving - Diagram - Add - Dowel - Chassis - Stable - Wheels - Axels - Levers - Mechanism	<u>Textiles</u> - Join - Choose - Appearance - Decorate - Qualities - Applique <u>Structures</u> - Suitability 2D 3D - Castle - Design - Key features - Net - Scoring - Shape - Stable - Stiff / stiffen - Strong / strengthen - Structure - Tab - Appearance	<u>Simple Circuits</u> - Make - Product - strong - Devise - Template - Bulb - Switch <u>Mechanisms</u> - Chassis - Energy - kinetic - Mechanism - Air resistance - Design - Structure - Graphics - Research - Model - Template	<u>Textiles</u> - Choose - Textiles - Make - Attractive - Strong - Prototype - Joining techniques - Blanket stitch - Stuffing - Appendage - Rolling - Folding - Concertinaing - Reinforce <u>Mechanisms</u> - Cams - Automata - Linkages - Computer - Computer-aided design - Exploded diagrams - mechanism - Monitor - Control - Pulleys - Gears	<u>Complex Circuits</u> - Electrical system - Motor - Wire - Buzzer - Insulator - Conductor - Circuit - Adding a circuit <u>Structures</u> - Enhance - Improving - Apparatus - Equipment - Landscape features - cladding

Cooking and Nutrition	Bowl Spoon Knife Fork Mix Eat	Apron Chop Cut Equipment Stir Peel Taste	- Blend - Cut - Safely - Clean - Blender - Chopping board - Compare - Design - Evaluate - Flavour - Fork - Fruit - Healthy - Ingredients - Juice - Juicer - Leaf - Plant - Recipe - Root - Seed - Select - Smoothie - Stem - Table knife - Tree - Vegetable - Vine	- Weigh - Ingredients - Recipe - Describe - Explain - Hygiene/hygienic - Kitchen - Carbohydrates - Appearance - Balances - Combination - Dairy - Feel - Grate - Design brief - Smell - Review	- Describe - Mediterranean - Season - Temperate - Export - Mock-up - Polar - Weather - Mountain - Complementary - Ingredients - Weigh - Healthy - Unhealthy - Harvest/ing - Equipment - Safely - Product - Attractive - Plants - Herbs - Seed	- Hygiene - Hygienic - Design criteria - Texture - Innovative - Aesthetic - Measure - Cross-contamination - Diet - Processed - packaging - Safe - Creative - Presentation - Recipe	- Abattoir - Beef - Enhance - Farm - Nutrient - Preference - Adaptation - Grate - Label - Press - Nutritional value - Process - Theme - Cook - Packaging	- Explain - Storage - Ingredients - Create meal - Savoury - Sweet - Grow - Balance - Complement - Storyboard - Bitter - Cookbook - Pairing - Salty - Sweet - Farm to fork - Sour - Umami
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