





Design and Technology Progression of Vocabulary

EYFS - Year 6





EYFS							
Food	Structures	Textiles	Structures				
Soup	Junk Modelling	Bookmarks	Boats				
 Fruit Vegetables Safety Knife Blade Tool Edge Handle Chop Slice Cut Saucepan Blender Chopping board Hob Boil Blend Mix Packaging Recyclable Metal Plastic Reusable 	 Join Stick Cut Bend Slot Scissors Measure Materials Fix 	 Thread Weave Pattern Sew Sewing needle Embroider Design Evaluate 	 Waterproof Absorb Prediction Variable Experiment Investigation Float Sink Junk 				

Year 1/2						
Structures	Textiles	Cooking and	Mechanisms	Mechanisms	Structures	
		Nutrition				
Constructing and	Puppets	Smoothies	Making a moving	Fairground wheel	Baby bear's chair	
windmill			monster			
• Axle	 Decorate 	Blender	 Evaluation 	• Axle	 Function 	
• Base	 Design 	Fruit	Input	 Decorate 	Man-made	
• Centre	• Fabric	Healthy	• Lever	 Evaluation 	 Mould 	
 Design 	• Glue	 Ingredients 	 Linear motion 	 Ferris wheel 	 Natural 	
 Evaluation 	 Model 	Recipe	 Linkage 	 Mechanism 	• Stable	





• Equal	Hand puppet	• Smoothie	Mechanical	• Stable	• Stiff
Evaluate	Safety pin	Vegetable	Mechanism	• Strong	• Strong
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	• Staple			• Test	
• Rotate	• Stencil	• Root	Oscillating motion	Waterproof	• Test
• Rotor	Template	• Leaf	Output	Weak	• Weak
 Rotor Blades 		• Stem	Pivot		
Sails		Flavour	 Reciprocating 		
• Same		 Design 	motion		
• Stable		• Cut	Rotary motion		
 Strong 		Juice	• Survey		
• Structure		Table knife			
• Test		Juicer			
• Weak		Plant			
• Wind		• Bush			
 Windmill 		Tree			
		Vine			
		 Chopping board 			
		• Fork			
		• Taste			
		• Select			
		Blend			
		Evaluate			
		Compare			

Year 3/4					
Cooking and Nutrition	Digital World	Structures	Electrical systems	Mechanical systems	Structures
Eating Seasonally	Wearable technology	Pavilions	Torches	Making a slingshot car	Constructing a castle
AridClimateComplementaryCountryExport	AnalogueAnalyseAnnotateBadgeCAD	AestheticCladdingDesign criteriaEvaluationFrame structure	BatteryBulbBuzzerCellComponent	AestheticAir resistanceChassisDesignDesign criteria	 2D shapes 3D shapes Castle Design criteria Evaluate
ImportMediterranean	ControlDesign criteria	FunctionInspiration	ConductorCopper	FunctionGraphics	FacadeFeature





Mock-up	Develop	Pavilion	Design criteria	Kinetic energy	• Flag
Mountain	Digital	Reinforce	Electrical item	Mechanism	Net
Peel	Digital revolution	• Stable	Electricity	Net	Recyclable
• Polar	Digital world	Structure	Electronic item	Structure	Scoring
Seasonal	Display	Target audience	• Function	Structure	• Stable
		_			
• Seasons		Target customer Tayture			• Strong
• Snip	Fastening	Texture	Series circuit		Structure
• Temperate	Feature	Theme	• Switch		• Tab
Texture	 Feedback 		• Test		• Weak
Tropical	• Form		Torch		
 Weather 	 Function 		Wire		
	 Initiate 				
	 Layers 				
	• Loops				
	Micro: bit				
	Monitor				
	Net				
	Point of sale				
	Product				
	Product concept				
	Program				
	• Sense				
	Simulator				
	Smart				
	 Technology 				
	Test				
	• User				

Year 5/6					
Electrical systems	Mechanical systems	Cooking and	Textiles	Structures	Digital World
		nutrition			
Doodlers	Making a pop-up	Developing a recipe	Waistcoats	Playgrounds	Navigating the world
	book				
Circuit component	 Aesthetic 	Abattoir	Accurate	 Adapt 	3D CAD
 Configuration 	 Computer-aided 	 Adaptation 	Adapt	 Apparatus 	 Application (apps)
Current	design (CAD)	Balanced	• Annotate	Bench hook	Biodegradable





 Develop 	Caption	• Beef	 Design 	Cladding	Boolean
• DIY	 Design 	• Brand	 Design criteria 	 Coping saw 	 Cardinal compass
 Investigate 	 Design brief 	• Cook	• Detail	 Design 	Client
Motor	Design criteria	 Cross-contamination 	• Fabric	• Dowel	 Compass
 Motorised 	 Exploded-diagram 	 Develop 	 Fastening 	Evaluation	 Concept
 Problem solve 	 Function 	• Enhance	Knot	 Feedback 	 Convince
 Product analysis 	• Input	 Equipment 	 Properties 	• Idea	 Corrode
Series circuit	Linkage	• Farm	 Running-stitch 	 Jelutong 	 Duplicate
• Stable	 Mechanism 	• Label	• Seam	 Landscape 	 Environmentally
 Target user 	Motion	 Measure 	• Sew	Mark out	friendly
	Output	 Nutrient 	• Shape	 Measure 	 Equipment
	Pivot	 Nutrition 	 Target audience 	 Modify 	• Feature
	 Prototype 	 Nutritional value 	 Target customer 	 Natural materials 	Finite
	• Slider	 Preference 	 Template 	Plan view	 Function
	Structure	Press	Thread	 Playground 	 Functional
	Template	 Process 	Unique	 Prototype 	 GPS tracker
		 Safety 	 Waistcoat 	Reinforce	 If statement
		Theme	 Waterproof 	• Sketch	 Infinite
				• Strong	 Investment
				• Structure	 Lightweight
				Tenon saw	• Loop
				Texture	 Manufacture
				• User	 Materials (wood,
				• Vice	metal, plastic etc.)
				Weak	 Mouldable
					 Navigation
					 Non-recyclable
					 Product lifecycle
					 Product lifespan
					 Recyclable
					• Smart
					 Sustainable
					 Sustainable design
					 Unsustainable
					design
					 Variable