Design and Technology Progression at St Mawes Primary

	Year 3 and 4	Year 5 and 6		
To master practical skills- Food	 Prepare ingredients hygienically using appropriate utensils Measure ingredients to the nearest gram accurately Follow a recipe Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking) To know that food is grown, reared and caught in UK, Europe and wider world 	 Understand the importance of correct storage and handling of ingredients (using knowledge of microorganisms) Measure accurately and calculate ratios of ingredients to scale up or down from a recipe Demonstrate a range of baking and cooking techniques Know that seasons may affect the food available 		
To master practical skills- Materials	 Cut materials accurately and safely by selecting appropriate tools Measure and mark out to the nearest millimetre Apply appropriate cutting and shaping techniques that include Cut within the perimeter of the material Select appropriate joining techniques 	 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) Show an understanding of the qualities of materials to choose appropriate tools to cut and shape 		
To master practical skills- Textiles	 Join textiles with appropriate stitching Select the most appropriate techniques to decorate textiles 	Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion)		
To master practical skills- Electricals and electronics	Create series and parallel circuits	Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips)		

To master practical skills- Construction Mechanics	 Choose suitable techniques to construct products or to repair items. Strengthen materials using suitable techniques Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filling and sanding) 	 Use innovative combinations of electronics (or computing) and mechanics in product designs Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears)
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