

KS1 Design and Technology Detailed Progression of Skills and Knowledge Year B

Mechanisms: Moving Storybook

Year 1 D&T Unit: Pupils explore and make moving mechanisms using sliders to create a matching storybook. They learn how movement is created through mechanisms and how to design for a user.

Prior learning: Christmas: Sliding Santa chimneys

Suggested next steps: Mechanisms: Wheels and axles

Lesson	Learning Objectives	Core Knowledge	Core Skills	Key Vocabulary
1: Mechanisms and movement	To identify slider mechanisms and describe how they move.	Know that sliders create movement in different directions.	Explore and identify slider mechanisms in products.	mechanism, movement, slider
2: Exploring sliders	To make and improve slider mechanisms.	Understand how sliders move along guides.	Make simple slider mechanisms and test how they work.	slide, forwards, backwards, guide
3: Designing a slider game	To make a mock-up of a matching game with sliders.	Know how to plan and label a simple moving design.	Design and plan a slider storybook layout.	design, label, plan, mock-up
4: Making a slider game	To use a range of tools with increasing accuracy.	Understand the safe use of tools for cutting and joining.	Cut and assemble materials to create moving parts.	cut, join, tool, accuracy
5: Finishing a slider game	To add designs and test a product.	Know how to decorate and evaluate a product for its purpose.	Test the final product and describe what works well.	decorate, evaluate, product

Structures: A Chair for a Bear

Year 2 D&T Unit: Pupils design and make a strong and stable chair for a bear, exploring strength, stiffness, and material choice. They learn to evaluate their products against design criteria.

Prior learning: Structures: Stable structures

Suggested next steps: Structures: Constructing a castle

Lesson	Learning Objectives	Core Knowledge	Core Skills	Key Vocabulary
1: All about chairs!	To evaluate existing structures.	Know that structures are made for specific purposes.	Explore and describe different types of chairs and users.	chair, structure, user, evaluate
2: How does the shape of something affect its strength?	To explore how shape affects the strength of a tower.	Understand that some shapes are stronger than others.	Test and compare shapes for strength.	shape, strength, triangle, stability
3: How does the thickness of a material affect its strength?	To explore how thickness affects the strength of materials.	Know that thicker materials are stiffer and stronger.	Investigate how thickness affects stiffness.	thick, thin, stiff, flexible
4: Making a chair for a bear	To make a strong and stable chair for a user.	Know how to assemble parts to make a stable structure.	Build a stable chair using suitable materials.	stable, strong, join, material
5: Evaluating, improving and finishing	To evaluate and improve a structure.	Understand how to evaluate against design criteria.	Evaluate and improve the final chair design.	evaluate, improve, design criteria

Textiles: Puppets

Year 1 D&T Unit: Pupils learn how to join and decorate fabrics to create hand puppets. They explore design, cutting, joining, and embellishing techniques.

Prior learning: Mechanisms: Making a moving storybook

Suggested next steps: Textiles: Pouches

Lesson	Learning Objectives	Core Knowledge	Core Skills	Key Vocabulary
1: Joining fabrics	To join fabrics together using different methods.	Know that fabrics can be joined using pins, staples, or glue.	Experiment with joining methods safely.	fabric, join, staple, glue, pin
2: Designing my puppet	To use a template to create my design.	Understand how templates help in cutting accurately.	Draw and cut out a simple template for a puppet design.	design, template, cut, plan
3: Making and joining my puppet	To join two fabrics together accurately.	Know how to join two pieces of fabric to make a puppet.	Use joining techniques to assemble a puppet.	fabric, join, sew, assemble
4: Decorating my puppet	To embellish my design using joining methods.	Understand how to decorate a puppet to match a design.	Add details using glue, felt, or other decorative materials.	decorate, embellish, design, material