

Progression of skills – Design and Technology (Structures)

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		Constructing a windmill	Baby bear's chair	Constructing a castle	Pavilions	Bridges	Playgrounds
Design	Making verbal plans and material choices. Developing a junk model.			Design a castle with key features to appeal to a specific audience. Draw and label a castle design using 2D shapes, labelling: -the 3D Shapes, materials needed and colours.			
Making	Improving fine motor/scissor skills with a variety of materials. Joining materials in a variety of ways (temporary and permanent). Joining different materials together. Describing their junk model, and how they intend to put it together.			Construct a range of 3D shapes using nets Make features from a range of recycled materials.			
Evaluate	Giving a verbal evaluation of their own and others'			Evaluate own work and the work of others based on the finished product			

	junk models with adult support. Checking to see if their model matches their plan. Considering what they would do differently if they were to do it again. Describing their favourite and least favourite part of their model.			and in comparison to the original design. Suggest points for modification of the individual designs.			
Technical knowledge	To know there are a range to different materials that can be used to make a model and that they are all slightly different. Making simple suggestions to fix their junk model.			To understand that wide and flat based objects are more stable. To understand the importance of strength and stiffness in structures.			
Vocabulary	join stick cut bend slot smooth bendy bumpy			2D 3D castle design key features net scoring shape stable stiff strong structure tab			