



**St John's Infants Church of England Primary School ' Design and Technology ' Skills Progression 2025-26**

		Year 1	Year 2
Everyday products		Name and explore a range of everyday products and describe how they are used.	Explain how an everyday product could be improved.
Compare and contrast		Describe the similarities and differences between two products.	Compare different or the same products from the same or different brands.
Generation of ideas (design)		Create a design to meet simple design criteria.	Generate and communicate their ideas through a range of different methods.
Make	Electricity	Identify products that use electricity to make them work and describe how to switch them on and off.	Create an operational, simple series circuit.
	Mechanisms and movement	Use wheels and axles to make a simple moving model.	Use a range of mechanisms (levers, sliders, wheels and axles) in models or products.

	Structures	Construct simple structures, models or other products using a range of materials.	Explore how a structure can be made stronger, stiffer and more stable.
	Cutting and joining textiles	Cut and join textiles using glue and simple stitches.	Use different methods of joining fabrics, including glue and running stitch.
	Decorating and embellishing textiles	Use gluing, stapling or tying to decorate fabric, including buttons and sequins.	Add simple decorative embellishments, such as buttons, prints, sequins and appliqué.
	Food preparation and cooking	Measure and weigh food items using nonstandard measures, such as spoons and cups.	Prepare ingredients by peeling, grating, chopping and slicing.
Evaluation		Talk about their own and each other's work, identifying strengths or weaknesses and offering support.	Explain how closely their finished products meet their design criteria and say what they could do better in the future.

Staying safe	Follow the rules to keep safe during a practical task.	Work safely and hygienically in construction and cooking activities.
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Using equipment/ tools appropriately	Select the appropriate tool for a simple practical task.	Select the appropriate tool for a task and explain their choice.
Materials for purpose	Select and use a range of materials, beginning to explain their choices.	Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect.
Nutrition	Select healthy ingredients for a fruit or vegetable salad.	Describe the types of food needed for a healthy and varied diet and apply the principles to make a simple, healthy meal.
Origins of food	Sort foods into groups by whether they are from an animal or plant source.	Identify the origin of some common foods (milk, eggs, some meats, common fruit and vegetables).
Use of ICT	Use design software to create a simple plan for a design.	Use design software to create a simple labelled design or plan.

Significant people	Describe why a product is important.	Explain why a designer or inventor is important.
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