

Hardwick Class – Year 6

Design and Technology Knowledge Progression

Term / unit	Builds on	Knowledge progression	D&T skills / application	Key vocabulary	Where this leads next
Advent – Cooking and nutrition: Come dine with me	Recipe development, nutrition, measuring, cost and evaluation.	Know a successful menu considers nutrition, seasonality, flavour, presentation, user needs and practical constraints; recipes can be scaled and adapted; safe, hygienic preparation and cooking techniques are essential.	Research and plan a menu; select complementary dishes/ingredients; scale quantities; use increasingly independent preparation/cooking techniques; present food attractively; evaluate using feedback.	menu; course; seasonality; nutrition; presentation; portion; hygiene; method; feedback; evaluate	Culminates primary cooking and nutrition and prepares pupils for KS3 food preparation and nutrition.
Lent – Electrical systems: Steady hand game	Year 5 circuits, switches, motors and integrating components into products.	Know a steady-hand game uses a complete circuit in which contact acts as a switch; buzzers provide an output; circuit diagrams use standard symbols; electrical components must be selected and housed safely in a functional structure.	Design to a brief; draw/use a circuit diagram; build a circuit with battery, buzzer and contact switch; construct a stable game; troubleshoot; test and evaluate against criteria.	circuit; buzzer; switch; contact; conductor; insulator; circuit diagram; symbol; component; troubleshoot	Consolidates electrical-system knowledge and prepares pupils for KS3 electronics and systems.
Pentecost – Textiles: Bags	Fastenings, templates, pattern pieces and accurate stitching.	Know bags are designed around user needs, function, material properties, construction and finish; pattern pieces and seam allowances support accuracy; different stitches and fastenings suit different purposes; prototypes and evaluation improve quality.	Research bags; write design criteria; develop pattern pieces; select fabric; cut and sew accurately; incorporate suitable fastening/handle; finish neatly; evaluate and refine independently.	bag; pattern piece; seam allowance; fastening; fabric; stitch; handle; prototype; design criteria; finish	Culminates primary textile progression and supports independent product design and manufacture at KS3.