St. Mary's C.E Primary School
DT Progression of Skills

	Milestone 1 Year one and two	Milestone 2 Year three and four	Milestone 3 Year five and six
Food	• Safely and hygienically cut, peel or grate ingredients. • Use measuring cups or electronic scales to weigh or measure ingredients. • Assemble or cook the ingredients as needed.	• Prepare ingredients hygienically using the proper utensils. • Accurately measure ingredients to the nearest gram. • Follow to the recipe instructions. • Assemble or cook ingredients, adjusting the oven or hob temperature as necessary during cooking.	• Recognise and understand the importance of proper ingredient storage and handling, considering the impact of microorganisms. • Accurately measure and adjust ingredient ratios to scale recipes up or down. • Apply various baking and cooking techniques. • Develop and refine recipes, adjusting ingredients, methods, cooking times, and temperatures.
Materials	• Safely cut materials using the provided tools. • Measure and mark out materials to the nearest centimetre. • Demonstrate various cutting and shaping techniques (e.g., tearing, cutting, folding, and curling). • Apply a range of joining techniques (e.g., gluing, hinges, or combining materials for added strength).	• Cut materials safely and accurately by choosing appropriate tools. • Measure and mark out materials to the nearest millimetre. • Use cutting and shaping techniques that include cuts within the material's perimeter (e.g., slots or cut outs). • Select appropriate joining techniques.	• Cut materials precisely and refine finishes using appropriate tools (e.g., sanding wood after cutting or making a more precise cut after a rough one). • Understand material properties to choose the right tools for cutting and shaping (e.g., using sharp tools for fabric).
Textiles	• Shape textiles using templates. • Join fabrics with a running stitch. • Use various techniques to colour and decorate textiles (such as dyeing, adding sequins or printing).	• Understand the importance of seam allowances. • Use appropriate stitching methods to join textiles. • Select the best techniques for decorating fabrics.	• Create items that incorporate seam allowances. • Combine different stitching techniques to join textiles (e.g., backstitch for seams and running stitch for attaching decorations). • 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).

Electronics and electricals	• Identify and diagnose faults in battery-operated devices (e.g., low battery, water damage, or damaged battery terminals).	• Create series and parallel circuits	• Build circuits using electronics kits that include various components (such as LEDs, resistors, transistors and microchips).
Construction	• Practise drilling, screwing, gluing and nailing materials to construct and reinforce products.	• Select appropriate techniques for building or repairing items. • Reinforce materials using effective methods.	• Develop a variety of practical skills to create products (e.g., cutting, drilling, screwing, nailing, gluing, filing, and sanding).
Mechanics	• Create products using levers, wheels and winding mechanisms.	• Apply scientific knowledge of force transference to select suitable mechanisms for a product (e.g., levers, winding mechanisms, pulleys and gears).	• Convert rotary motion into linear motion using cams. • Integrate electronics (or computing) with mechanics in innovative product designs.
Design, make and evaluate	• Create products that have a specific purpose and target user. • Develop products, continuously refining the design throughout the process. • Utilise design software to aid in the creation of products.	• Design with purpose by identifying opportunities to design. • Produce items efficiently by thoughtfully selecting materials. • Continuously refine your work and techniques, evaluating the product design throughout the process. • Employ software to create and visualise product designs.	• Design with the user in mind, motivated by the service a product will offer (rather than simply for profit). • Make products through stages of prototypes, making continual refinements. • Ensure products have a high quality finish, using art skills where appropriate. • Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.