

**St Peter's Brufferton Design and Technology Vocabulary Progression**

	Autumn Term	Spring Term	Summer Term
<b>Class 1</b>			
Reception	<a href="#"><u>Please see LTP, short term planning, MTP and vocabulary sheets in Classroom</u></a>		
Y1 Year A	<b><i>Puppets (Textiles)</i></b> Template Hand Puppet Join Decorating	<b><i>Smoothie (Food and Nutrition)</i></b> Juicing Blending Smoothie	<b><i>Storybook (Mechanisms)</i></b> Sliders Mechanisms Assemble
Year 1 Year B	<b><i>Stockings (Textiles)</i></b> Tie-dye Join Decoration Fabric	<b><i>Windmill</i></b> Sail Windmill Middle	<b><i>Make a moving vehicle (mechanical systems)</i></b> Wheel Axel Balance Round
<b>Class 2</b>			
Year A	<b><i>Pouches (Textiles)</i></b>  <b>Year 2</b> Needle Running stitch Thread Knot Needle threader Template  <b>Year 3</b> Texture Patch Cross Stitch Seam Design Applique	<b><i>Edible Garden (Food and Nutrition)</i></b>  <b>Year 2</b> Measure Weigh Grams Scale Oven Recipie Peeler Grater  <b>Year 3</b> Teaspoon Tablespoon Dessert spoon Savoury Utensil Hob	<b><i>Moving Monster (Mechanical Systems)</i></b>  <b>Year 2</b> Axel Design criteria Linkage Mechanical Pivot  <b>Year 3</b> Mechanism Lever system Pneumatics Component motion

Year B	<p align="center"><b>Castles (Structures)</b></p> <p><b>Year 2</b> 2D and 3D Key Features Strong Design Shape Stiff</p> <p><b>Year 3</b> Net Stable Tab Scoring Structure</p>	<p align="center"><b>Wearable Technology (Digital World)</b></p> <p><b>Year 2</b> Electronic Electronic component Develop Control Digital world Display</p> <p><b>Year 3</b> Analyse Analogue Annotate Micro-bit Computer Aided Design (CAD) Digital revolution</p>	<p align="center"><b>Kites (Materials/Construction)</b></p> <p><b>Year 2</b> Function Tail Sail Frame Diamond Strength</p> <p><b>Year 3</b> Bridle Tow point Spars Structure Line Keel Delta Stiffen</p>
<b>Class 3</b>			
Year A	<p align="center"><b>Mindful Moments Timer</b></p> <p><b>Year 4</b> Computer Aided Design Mindfulness Criteria</p> <p><b>Year 5</b> Coding Bug Prototype</p> <p><b>Year 6</b> Brand identity Ergonomic Variable</p>	<p align="center"><b>Steady Hand Game</b></p> <p><b>Year 4</b> Bulb Peer assessment Initial ideas</p> <p><b>Year 5</b> Develop Target user Motorised</p> <p><b>Year 6</b> Diagram Perspectives Form Component</p>	<p align="center"><b>Global Food</b></p> <p><b>Year 4</b> Staple Dicing Global</p> <p><b>Year 5</b> Nutritional value Hygiene Cross contamination Preference</p> <p><b>Year 6</b> Flavour Complement Bridge method Preparation</p>

Year B	<p style="text-align: center;"><b>Stuffed Toy</b></p> <p><b>Year 4</b> Fastening Mock up Textile</p> <p><b>Year 5</b> Appendage Stuffing Blanket stitch</p> <p><b>Year 6</b> Target customer Waistcoat Even stitching</p>	<p style="text-align: center;"><b>Automata Toy</b></p> <p><b>Year 4</b> Cam Automata Evaluate</p> <p><b>Year 5</b> Dowel diagram Housing</p> <p><b>Year 6</b> Cam profile Follower Exploded diagram Component</p>	<p style="text-align: center;"><b>Miniature Greenhouses</b></p> <p><b>Year 4</b> Free standing Design criteria Frame</p> <p><b>Year 5</b> Innovative Joints Rigid Technical drawing</p> <p><b>Year 6</b> Apparatus Design criteria Aesthetically pleasing Footprint plan</p>
Year C	<p style="text-align: center;"><b>Fairground Ride</b></p> <p><b>Year 4</b> Switch Electrical circuit Features</p> <p><b>Year 5</b> Configuration Critique Series circuit</p> <p><b>Year 6</b> Function Form Perspectives</p>	<p style="text-align: center;"><b>Sling Shot Car</b></p> <p><b>Year 4</b> Chassis Graphics Air resistance</p> <p><b>Year 5</b> Motion Criteria Reinforce</p> <p><b>Year 6</b> Exploded diagram Component Tenon saw Dowel</p>	<p style="text-align: center;"><b>Healthy Meal (Food and Nutrition)</b></p> <p><b>Year 4</b> Adapt Sieve Market research Cream</p> <p><b>Year 5</b> Nutritional value Hygiene Cross contamination Preference</p> <p><b>Year 6</b> Flavour Complement Bridge method Preparation</p>