

Design & Technology Skills Matrix

Construction	Mechanics	Textiles	Cooking	Design	Make
<p>Block modelling</p> <p>Joining with glue</p> <p>and tape.</p>	<p>Looking at cause and effect toys and talking about how they work.</p>	<p>Cutting fabric and exploring in models and pictures.</p> <ul style="list-style-type: none"> • dyeing fabrics with food / natural objects 	<p>Try a range of food. Exploring taste and texture.</p> <p>Showing awareness of a balanced diet.</p>	<p>Select materials from a range that is readily available. Make choices about what they use.</p>	
<p>Build structures and explore how they can be made stronger and more stable.</p> <p>Constructing and joining shapes and boxes.</p> <p>Playgrounds</p> <p>Town scenes</p> <p>Bridges</p>	<p>Lever, sliders, wheels and axles (things that work on stick winders with string)</p> <ul style="list-style-type: none"> • drawbridges • wishing wells • fire engines • pop up books • moving pictures 	<p>Beginning to join with simple stitching.</p> <ul style="list-style-type: none"> • puppets • running stitch images 	<p>Use knowledge of healthy diets to prepare meals. Understand where food comes from.</p> <ul style="list-style-type: none"> • fruit salad, kebabs and smoothies • sandwiches • stuffed pittas 	<p>Design purposeful products for themselves and others based on a design criteria. Plan through talking drawing, templates, mock-ups and ICT.</p>	<p>Select from and use a range of tools and ingredients based on characteristics</p>
<p>Accurate sawing to length.</p> <p>Simple rectangles joined using angle joints.</p> <p>Picture frames</p> <p>Marble</p> <p>Mazes/marble runs</p>	<p>Lever, pivots and using construction toys for gears.</p> <ul style="list-style-type: none"> • space buggies • sophisticated moving pictures (2 step - interlinked cogs) • moving monsters - syringes for pneumatics 	<p>Design and make simple sewn artefacts that can be stuffed.</p> <ul style="list-style-type: none"> • purses • stuffed toy • running stitch outlines to create pictures (bookmarks etc) 	<p>Prepare and cook a range of savoury dishes using a range of techniques. Know where and how food is grown, caught and processed.</p> <ul style="list-style-type: none"> • soups • rice • bread • fried vegetables and couscous 	<p>Conduct simple market research to inform design choices. Adapt designs to meet needs.</p>	<p>Select from and use wide range of tools accurately. Select from construction materials, ingredients and textiles based on functional properties</p>

<p>metal 3D cuboids. angled extensions pitched roof frameworks to hold weight outdoor shelters house framework + infil walls</p>	<p>Electrical motors with simple gear mechanisms. Cams and levers Use computing to program, monitor and control products. <ul style="list-style-type: none"> ● carousel/fair ground rides </p>	<p>Resist materials (Batik, Tie-dye etc) Combine textiles with other materials in own designs. <ul style="list-style-type: none"> ● cushions ● rag rugs ● rag dolls from scrap fabrics </p>	<p>Understand seasonality in food growth. Cook predominantly savoury dishes using a range of techniques. <ul style="list-style-type: none"> ● bread (see twinkl) ● exploring spices/cultural influences </p>	<p>Identify needs and form design brief from this. Conduct market research and evaluate products before making own choices.</p>	<p>and aesthetic properties.</p>
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