



Rushbury C of E Primary School

Design and Technology Progression Overview

National Curriculum Objective	Ticklerton (A)			Ticklerton (B)			Gretton (A)		Gretton (B)			Stanway (A)			Stanway (B)			
Design and Technology	Structures: constructing windmill	Textiles: puppet	Mechanisms: wheels and axles	Cooking and nutrition: balanced diet	Mechanisms: making a moving monster	Structures: baby bear's chair	Food: eating seasonally	Digital world: electric charm	Structures: constructing a castle	Structure: pavilion	Mechanical systems: making a sling shot care	Electrical systems: torches	Doodles	Mechanical systems: making a popup book	Food: what could be healthier	Textiles: waistcoats	Structure: playgrounds	Digital world: navigating the world
Build structures such as windmills and chairs, exploring how they can be made stronger, stiffer and more stable. Recognise areas of weakness through trial and error.																		
Introduce and explore simple mechanisms, such as sliders, wheels and axles in their designs. Recognise where mechanisms such as these exist in toys and other familiar products.																		
Extend pupils understanding of individual mechanisms, to form part of a functional system, for example: Automatas, that use a combination of cams, followers, axles/shaft, cranks and toppers.																		
Understand material selection and learn methods to reinforce structures																		
Understand that fabric can be layered for effect, recognising the appearance																		

