



Eardisley CE Primary School

In all that we do our values shine through

Vocabulary and Skills Progression

Key Stage 1

Topic	Vocabulary	Substantive Knowledge	Disciplinary Knowledge
Freestanding Structures	Cut, fold, join, fix, structure, wall, tower, weak, thinner, thicker, corner, point, straight, curved, metal, wood, plastic, circle, triangle, square, rectangle, cube, cylinder, design, make, evaluate, purpose, ideas, stable, strong		Experience of using construction kits to build walls, towers and frameworks. Experience of using basic tools e.g. scissors or hole punches with construction materials e.g. plastic, card. Experience of different methods of joining card and paper.
Cooking and nutrition: preparing fruit and vegetables	Fruit and vegetable names, names of equipment and utensils, sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard, flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria	Experience of common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell.	Experience of cutting soft fruit and vegetables using appropriate utensils.
Mechanisms: sliders and levers	Slider, lever, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up,	Early experiences of working with paper and	Experience of simple cutting, shaping and joining skills using

	down, straight, curve, forwards, backwards, design, make, evaluate, user, purpose, ideas, design criteria, product, function	card to make simple flaps and hinges.	scissors, glue, paper fasteners and masking tape.
Textiles: templates and joining techniques	Scissors, shears, felt, cotton, template, pattern pieces, mark out, join, decorate, finish, features, suitable, quality mock-up, design brief, design criteria, make, evaluate, user, purpose, function, identical, front, back	Explored and used different fabrics.	Thought about the user and purpose of products.

Vocabulary, Substantive Knowledge and Disciplinary Knowledge

Key Stage 2

Topic	Vocabulary	Substantive Knowledge	Disciplinary Knowledge
Cooking and nutrition: healthy and varied diets	Texture, taste, sweet, sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savoury, hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested, healthy/varied diet, planning, design criteria, purpose, user, annotated sketch, sensory evaluations	Know some ways to prepare ingredients safely and hygienically.	Have some basic knowledge and understanding about healthy eating and the 'Eatwell Guide'.

Mechanisms: levers and linkages	Mechanism, lever, linkage, pivot, slot, bridge, guide, system, input, output, linear, rotary, oscillating, reciprocating, user, purpose, function, prototype, design criteria, innovative, appealing, design brief	Explored and used mechanisms such as flaps, sliders and levers.	Gained experience of basic cutting, joining and finishing techniques with paper and card.
Keep it safe: shell, solid and combination structures	Shell structure, frame structure, solid structure, combination structure, three-dimensional (3-D) shape, net, cube, cuboid, edge, face, length, width, breadth, capacity, marking out, scoring, shaping, tabs, adhesives, joining, assemble, accuracy, material, stiff, strong, reduce, reuse, recycle, corrugating, ribbing, laminating, font, lettering, text, graphics, decision, evaluating, design brief design criteria, innovative, prototype	Experience of using different joining, cutting and finishing techniques with paper and card.	A basic understanding of 2-D and 3-D shapes in mathematics and the physical properties and everyday uses of materials in science.
Electronics: simple circuits and switches	Series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor, crocodile clip, input device, output device, copper track, user, purpose, function, prototype, design criteria, innovative, appealing, design brief	Cut and join a variety of construction materials, such as wood, card, plastic, reclaimed materials and glue.	Constructed a simple series electrical circuit in science, using bulbs, switches and buzzers.
Cooking and nutrition: celebrating culture and seasonality	Ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs, fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition,	Have knowledge and understanding about food hygiene, nutrition, healthy eating and a varied diet.	Be able to use appropriate equipment and utensils, and apply a range of techniques for measuring out, preparing and combining ingredients

	<p>healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality, utensils, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble, design specification, innovative, research, evaluate, design brief</p>		
<p>Reactions (Control in D&T)</p>	<p>Reed switch, toggle switch, push-to-make switch, pushto-break switch, light dependent resistor (LDR), tilt switch, light emitting diode (LED) USB cable, wire, insulator, conductor, crocodile clip, control, microprocessor, program, system, input device, output device, function, innovative, design specification, design brief, user, purpose, exploded, isometric, prototype</p>	<p>Some experience of writing and modifying a program e.g. Scratch Disciplinary knowledge</p>	<p>Understanding of the essential characteristics of a series circuit and experience of creating a battery-powered, functional, electrical product.</p>
<p>3D computer aided design</p>	<p>Computer-aided design, (CAD), Computer-aided manufacture (CAM) augmented reality, face, plane, extrude, view cube, dimension, radius, align, empathy, scale, modify, repeat, copy, flip design brief, design criteria, design decisions, innovative, prototype</p>		<p>Basic computer ability / experience</p>
<p>Textiles: combining different fabric shapes</p>	<p>Seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces, design criteria, annotate, design decisions, functionality, innovation, authentic, user, purpose, evaluate,</p>	<p>Experience of basic stitching, joining textiles and finishing techniques.</p>	<p>Experience of making and using simple pattern pieces.</p>

	mock-up, prototype, aesthetics, function, constraints		
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