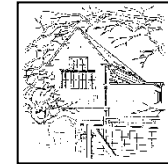


Vocabulary Progression-DT



Years 1 and 2	Years 3 and 4	Years 5 and 6
<p>Skills</p> <ul style="list-style-type: none"> • planning • evaluate • make • user • purpose • ideas • product • design criteria • product • function <p>Food</p> <ul style="list-style-type: none"> • fruit and vegetable names • 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. 	<p>Skills</p> <ul style="list-style-type: none"> • design • model • prototype • functional • innovative • drawing • design brief • appealing <p>Food</p> <ul style="list-style-type: none"> • utensils, techniques and ingredients 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. 	<p>Skills</p> <ul style="list-style-type: none"> • design decisions • functionality • authentic • design specification • annotate • mock-up • prototype • innovative • design specification <p>Food</p> <ul style="list-style-type: none"> • yeast, dough, wholemeal, unleavened, baking soda, spice, carbohydrate, protein, vitamins, nutrients, nutrition, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality, combine, knead, beat, roll out, shape, sprinkle, crumble.

Structures

- cut, fold, join, fix structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved, metal, wood, plastic circle, triangle, square, rectangle, cuboid, cube, cylinder.

Textiles

- joining and finishing techniques, tools, fabrics and components, template, pattern pieces, mark out, join, decorate, finish.

Mechanisms

- slider, lever, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up, down, straight, curve, forwards, backwards, vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism.

Structures

- shell structure, three-dimensional (3-D) shape, net, cube, cuboid, prism, vertex, 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.

Textiles

- fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance.

Mechanisms

- mechanism, lever, linkage, pivot, slot, bridge, guide system, input, process, output linear, rotary, oscillating, reciprocating.

Structures

- frame structure, stiffen, strengthen, reinforce, triangulation, stability, shape, join, temporary, permanent.

Textiles

- seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces, name of textiles and fastenings used, pins, needles, thread, pinking shears, fastenings.

Mechanisms

- pulley, drive belt, gear, rotation, spindle, driver, follower, ratio, transmit, axle, motor, circuit, switch, circuit diagram, annotated drawings, exploded diagrams, mechanical system, electrical system, input, process, output.

	<p>Electrical systems</p> <ul style="list-style-type: none">• 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, control, program, system, input device, output device.	<p>Electrical systems</p> <ul style="list-style-type: none">• reed switch, toggle switch, push-to-make switch, push-to-break switch, light dependent resistor (LDR), tilt switch, light emitting diode (LED), bulb, bulb holder, battery, battery holder, USB cable, wire, insulator, conductor, crocodile clip control, program, system, input device, output device, series circuit, parallel circuit.
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