



DT - Progression of skills and knowledge
Design & Technology



Key Objectives	Stepping Stone 1	Stepping stone 2	Footstep 1	Footstep 2
	By the end of Nursery	By the End of Reception	By the End of Year One	By the end of Year Two

Design	<p>Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen, or one which is suggested to them.</p> <p>Develop their own ideas and then decide which materials to use to express them.</p>	<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them. • Create collaboratively, sharing ideas, resources and skills.</p> <p>Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate.</p>	<p>To design purposeful, functional and appealing products for themselves based on design criteria.</p> <p>To generate, develop and communicate their ideas through talking, drawing and templates.</p>	<p>To design purposeful, functional and appealing products for themselves and others based on design criteria.</p> <p>To generate, develop and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p>
Make	<p>Explore different materials freely, to develop their ideas about how to use them and what to make. •</p> <p>Join different materials and explore different textures.</p> <p>Choose the right resources to carry out their own plan. For</p>	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	<p>To select from and use a range of tools and equipment to perform practical tasks (cutting, shaping, joining, finishing). To select from and use a wide range of materials and components, including constructions materials, and ingredients according to their characteristics.</p>	<p>To select from and use a wide range of materials and components, including constructions materials, textiles and ingredients according to their characteristics.</p>



DT - Progression of skills and knowledge
Design & Technology



Key Objectives	Stepping Stone 1	Stepping stone 2	Footstep 1	Footstep 2
	By the end of Nursery	By the End of Reception	By the End of Year One	By the end of Year Two

	<p>example, choosing a spade to enlarge a small hole they dug with a trowel. •</p> <p>Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.</p>	<p>Share their creations, explaining the process they have used.</p> <p>Articulate their ideas and thoughts in well-formed sentences. • Connect one idea or action to another using a range of connectives. • Describe events in some detail. Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen.</p> <p>Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons</p>		
Evaluate	<p>Understand ‘why’ questions, like: “Why do you think the caterpillar got so fat?”</p>		<p>To explore (Year 1) and evaluate (Year 2) a range of existing products.</p> <p>To evaluate their ideas and products (Year 1).</p>	<p>To explore and evaluate a range of existing products.</p> <p>To evaluate their ideas and products against design criteria.</p>
Technical knowledge	<p>• Use one-handed tools and equipment, for example, making snips in paper with scissors.</p>		<p>To build structures, exploring how they can be made stronger, stiffer and more stable.</p>	<p>To explore and use mechanisms (levers, sliders, wheels and axles) in their products.</p>
Cooking and Nutrition	<p>Make healthy choices about food, drink, activity and toothbrushing.</p>		<p>Use the basic principles of a healthy and varied diet to prepare dishes.</p> <p>Understand where food comes from.</p>	<p>Understand where food comes from.</p>



DT - Progression of skills and knowledge
Design & Technology



Key Objectives	Stepping Stone 1	Stepping stone 2	Footstep 1	Footstep 2
	By the end of Nursery	By the End of Reception	By the End of Year One	By the end of Year Two
		<p>Know and talk about the different factors that support their overall health and wellbeing: - regular physical activity - healthy eating - toothbrushing - sensible amounts of 'screen time' - having a good sleep routine - being a safe pedestrian</p> <ul style="list-style-type: none">•		