

Design and Technology Vocabulary by Year Group and Aspect

| | Year 1 | Year2 | Year 3 | Year 4 | Year 5 | Year 6 |
|------------------------------|--|-------|---|--------|---|---|
| Cooking and Nutrition | Fruit and Vegetables: blender, carton, fruit, healthy, ingredients, peel, peeler, recipe, slice, smoothie, template, stencil, vegetable | | Eating Seasonally: climate, dry climate, exported, imported, Mediterranean climate, nationality, nutrients, polar climate, recipe, seasonal food, seasons, temperate climate, tropical climate | | What Could be Healthier: beef, cross- contamination, diet, ethical issues, farm, healthy, ingredients, method, nutrients, packaging, reared, recipe, research, substitute, supermarket, vegan, vegetarian, welfare | Come Dine with me: accompaniment, adjective, caption, collaboration, cookbook, cross- contamination, equipment, farm, flavour, illustration, imperative verb, ingredients, method, nationality, preparation, processed, reared, recipe, research, storyboard, target audience, top tips, unit of measurement |

When designing and making pupils are taught to **design**, to **make**, and to **evaluate** as well as the necessary **technical knowledge**.

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| <p>Mechanisms (KS1) Mechanical systems (KS2)</p> | <p>Moving story book: assemble, design, evaluation, mechanisms, model, sliders, stencil, target audience, template, test</p> | <p>A Moving Picture: evaluation, input, lever, linear motion, linkage, mechanical, mechanism, motion, oscillating motion, output, pivot, reciprocating motion, rotary motion, survey</p> <p>Making a toy car - Wheels and Axles: axle, axle holder, chassis, design, evaluation, fix, mechanism, mechanic, model, test, wheel</p> | <p>Pneumatic Toys: exploded diagram, function, input, lever, linkage, mechanism, motion, net, output, pivot, pneumatic system, thumbnail sketch</p> | | <p>Making a Pop-up Book: aesthetic, computer aided design (CAD), caption, design, design brief, design criteria, exploded-diagram, function, input, linkage, mechanism, motion, output, pivot, prototype, slider, structure, template</p> | |
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| <p>Structures</p> | <p>Making a windmill: Client, design, evaluation, net, stable, strong, test, weak, windmill</p> | <p>Baby Bear's Chair: function, man-made, mould, natural, stable, stiff, strong, structure, test, weak</p> | <p>Constructing a Castle: 2D shapes, 3D shapes, castle, design criteria, evaluate, façade, feature, flag, net, recyclable, scoring, stable, strong, structure, tab, weak</p> | <p>Pavillions: aesthetic, cladding, design criteria, evaluation, frame structure, function, inspiration, pavilion, reinforce, stable, structure, target audience, target customer, texture, theme</p> | <p>Bridges: abutment, accurate, arched bridge, beam bridge, bridge, compression, coping saw, evaluation, file, forces, mark out, measure, predict, reinforce, research, right-angle, sandpaper, set square, shape, strong structure, suspension bridge, tenon saw, tension, test, truss bridge, weak</p> | |
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| <p>Textiles</p> | | <p>Making a puppet: accurate, decorate, design, fabric, glue, knot, model, hand puppet, running stitch, safety pin, sew, shape, staple, stencil, template, thimble</p> | | <p>Fastenings: aesthetic, assemble, book sleeve, design criteria, evaluation, fabric, fastening, mock-up, net, running-stitch, stencil, target audience, target customer, template</p> | | <p>Stuffed Toys: accurate, annotate, appendage, blanket stitch, design criteria, detail, evaluation, fabric, sew, shape, stuffed toy, stuffing, template</p> |
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| <p>Electrical Systems</p> | <p>Not part of KS1 DT Curriculum</p> | <p>Not part of KS1 DT Curriculum</p> | | <p>Torches: battery, bulb, buzzer, cell, component, conductor, copper, design criteria, electrical item, electricity, electronic item, function, insulator, series circuit, switch, test, torch, wire</p> | | <p>Steady Hand Game: assemble, battery, battery pack, bulb, bulb holder, buzzer, circuit, circuit symbol, component, conductor, copper, design, design criteria, evaluation, function, insulator, LED, magnetic field, net, perspective drawing, plan, pliers, prototype, series circuit, side view, steady hand game, switch, symmetrical, target audience, test, top view, wire cutters</p> |
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