**Design & Technology**

**Vocabulary Progressive Document List**

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| **TEXTILES** | **FOOD** | **STRUCTURES** | **MECHANICAL SYSTEMS** | **ELECTRICAL SYSTEMS** |
| **EYFS** |
| Picture, drawing, use, experiment, change, tools, materials, use, materials, use, idea, improve, technology, tape, record, video, photograph, computer, food, meal, snack, healthy, diet |
| **Year 1** |
|  | fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g.soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hardflesh, skin, seed, pip, core, slicing, peeling |  | axle holder, chassis, body, cabassembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanismnames of tools, equipment and materials used design, make, slider, lever, pivot, slot, bridge/guide card, masking tape, paper fastener, join pull, push, up, down, straight, curve, forwards, backwards |  |
| **Year 2 – Cycle 2** |
| names of existing products, joining and finishing techniques, tools, *fabrics* and components template, pattern pieces, mark out, join, decorate, finish features, suitable, quality mock-up, design brief, *design* | fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g.soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hardflesh, skin, seed, pip, core, slicing, peeling | 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*design, make,*  |  |  |
| **Year 3** |
|  |  | 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 | mechanism, *lever*, linkage, *pivot*, *slot*, bridge, guidesystem, input, process, outputlinear, rotary, oscillating, reciprocating*user*, purpose, functionprototype, *design* criteria, innovative, | series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, battery, battery holder, light emitting diode (LED), bulb, bulb holder, USB |
| **YEAR 4** |
|  | name of products, names of equipment, *utensils*, techniques and ingredients texture, taste, sweet, sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savouryhygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested healthy/varied diet |  | components, fixing, attaching, tubing, syringe, plunger, split pin, paper fastenerpneumatic system, input movement, process, output movement, control, compression, pressure, inflate, deflate, pump, seal, air-tight*linear, rotary, oscillating,* | series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor,  |
| **YEAR 5** |
|  | *ingredients*, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonalityutensils, combine, fold, knead, stir, pour, mix, rubbing in, | frame structure, stiffen, strengthen, reinforce, triangulation, stability, shape, join, temporary, permanent design brief, design specification, prototype, annotated sketch, purpose, user, innovation, research, functional  | cam, snail cam, off-centre cam, peg cam, pear shaped camfollower, axle, shaft, crank, handle, housing, frameworkrotation, rotary motion, oscillating motion, reciprocating motionannotated sketches, exploded diagrams *mechanical system, input movement,* |  |
| **YEAR 6** |
| 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, iron transfer paperdesign criteria, annotate, design decisions, functionality, innovation, authentic, user, purpose, evaluate, mock-up,  |  |  | 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 design decisions, functionality, innovation, authentic, user, purpose, design | series circuit, parallel circuit, names of switches and components, input device, output device, system, monitor, control, program, flowchart*function, innovative, design specification, design brief, user, purpose*  |