**Glenmere Community Primary School**

**DT Vocabulary Progression**

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|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **EYFS** |  | **Food – Soup**  Knife, chop, slice, blade, cut |  | **Textiles- Bookmarks**  Thread, weave, pattern, sew, sewing needle |  | **Structures- Junk modelling**  Join, stick, cut, bend, slot |
| **Year 1** |  | **Food- Preparing Fruit and Veg**  Blend, peel, peeler, ingredients, recipe |  | **Textiles- Puppets**  Template, stencil, staple, safety pin, fabric |  | **Mechanisms- Moving story**  Mechanism, assemble, design, model, sliders |
| **Year 2** |  | **Food- A balanced diet**  Alternative, diet, nutrients, packaging, substitute |  | **Textiles- Pouches**  Accurate, pouch, running stitch, shape, thimble |  | **Structures- Baby Bears chair**  Function, manmade, natural, mould, stiff, stable, structure |
| **Year 3** |  | **Food- Eating Seasonally**  Exported, imported, seasonal food, nutrients, recipe |  | **Textiles- Cushions**  Applique, cross stitch, seam, stuffing, patch |  | **Mechanisms- Pneumatic toys**  Input, lever, linkage, pneumatic system, motion, net |
| **Year 4** |  | **Food- Adapt a recipe**  Quantity, rubbing, sieving, creaming, flavour, target audience |  | **Textiles- Fastenings**  Aesthetic, assemble, fastening, mock up, target customer |  | **Electrical systems- Torches**  Series circuit, LED, conductor, battery, circuit diagram. |
| **Year 5** |  | **Food- What can be healthy?**  Cross contamination, ethical issues, reared, vegan, vegetarian, welfare |  | **Textiles- Stuffed toys**  Accurate, annotate, appendage, blanket stitch, design criteria |  | **Mechanisms- Pop up book**  Caption, design brief, design criteria, sew, shape |
| **Year 6** |  | **Food- Come dine with me!**  Accompaniment, collaboration, preparation, processed, flavour |  | **Textiles- Waistcoats**  Annotate  Design criteria,  target customer, waterproof, fabric |  | **Electrical systems- Programming Pioneers**  Algorithm, microcontroller, control, embedded computer system, prototype. |