



Year 1 Progressions of Skills - D&T

2025/26	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit of work		Structures: Constructing a Windmills		Textiles:Puppets		Cooking and Nutrition: Smoothies
Enrichment opportunities						
Knowledge						
Pupils know:	Technical: <ul style="list-style-type: none"> To understand that the shape of materials can be changed to improve the strength and stiffness of structures. To understand that cylinders are a strong type of structure (e.g. the main shape used for windmills and lighthouses). To understand that axles are used in structures and mechanisms to make parts turn in a circle. To begin to understand that different structures are used 		<ul style="list-style-type: none"> To know that 'joining technique' means connecting two pieces of material together. To know that there are various temporary methods of joining fabric by using staples, glue or pins. To understand that different techniques for joining materials can be used for different purposes. To understand that a template (or fabric pattern) is used to cut out the same shape multiple times. To know that drawing a design idea is useful to see how an idea will look. 		<ul style="list-style-type: none"> To know that a blender is a machine which mixes ingredients together into a smooth liquid. To know that a fruit has seeds and a vegetable does not. To know that fruits grow on trees or vines. To know that vegetables can grow either above or below ground. To know that vegetables is any edible part of a plant. 	



	<p>for different purposes.</p> <ul style="list-style-type: none">• To know that a structure is something that has been made and put together. <p>Further Knowledge:</p> <ul style="list-style-type: none">• To know that a client is the person I am designing for.• To know that design criteria is a list of points to ensure the product meets the clients needs and wants.• To know that a windmill harnesses the power of wind for a purpose like grinding grain, pumping water or generating electricity.• To know that windmill turbines use wind to turn and make the machines inside work.• To know that a windmill is a structure with sails that are moved by the wind.• To know the three main parts of a windmill are the turbine, axle and structure.		
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Skills			
Design	<ul style="list-style-type: none"> • Learning the importance of a clear design criteria. • Including individual preferences and requirements in a design. 	<ul style="list-style-type: none"> • Using a template to create a design for a puppet. 	<ul style="list-style-type: none"> • Designing smoothie carton packaging by-hand. • Learning where and how fruits and vegetables grow.
Make	<ul style="list-style-type: none"> • Making stable structures from card, tape and glue. • Learning how to turn 2D nets into 3D structures. • Following instructions to cut and assemble the supporting structure of a windmill. • Making functioning turbines and axles which are assembled into a main supporting structure. 	<ul style="list-style-type: none"> • Cutting fabric neatly with scissors. • Using joining methods to decorate a puppet. Sequencing the steps taken during construction. 	<ul style="list-style-type: none"> • Chopping fruit and vegetables safely to make a smoothie. • Juicing fruits safely to make a smoothie. • Identifying if a food is a fruit.
Evaluate	<ul style="list-style-type: none"> • Evaluating a windmill according to the design criteria, testing whether the structure is strong and stable and altering it if it isn't. 	<ul style="list-style-type: none"> • Reflecting on a finished product, explaining likes and dislikes. 	<ul style="list-style-type: none"> • Tasting and evaluating different food combinations. • Describing appearance, smell and taste. • Suggesting information to be



	<ul style="list-style-type: none">• Suggest points for improvements.		<p>included on packaging.</p> <ul style="list-style-type: none">• Comparing their own smoothie with someone else's.
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