Nurture
InsPire
ResPect
Succeed

Newfield Park Primary School

Core Vocabulary Progression: Design and Technology

Newfield Park Primary School

Below are the core vocabulary lists for Design and Technology

They give examples of the subject specific vocabulary that children will use and become familiar with during each key stage, reflecting their increasing knowledge, breadth and depth of experience and can be used across a range of topic areas. They are not intended to be used to test pupils but give an indication of the language and terms used by staff in lessons and across units of learning to broaden vocabulary and understanding.

EYFS	YEARS 1&2	YEARS 3&4	YEARS 5&6
Food: mix, cut, stir, healthy, cook, heat, cool, oven, fridge, freeze, melt, warm, hot, cold, smooth, runny, thick, weigh **Materials:** hard, soft, rough, strong, waterproof, smooth, wood, plastic, paper, metal, tissue, thick, thin, cardboard, tube, ,attach, plastercine, playdough, clay, masking tape, sellotape, split pin, **Textiles:** fabric, pattern, sew, weave **Construction:** build, fix, stack join, attach **Design, make, Evaluate and Improve:** **Take Inspiration from Design:** Design, create, plan,	**Food:** ingredients, recipe, cook, bake, melt, set, sieve, grate, peel, chop, slice, hygienic, prepare, assemble, balanced diet. **Materials:** flexible, shape, texture, tear, fold, curl, recycled, paper, wood, metal, plastic. **Textiles:** template, dye, sew, felt, fabric, thread decoration, tie and dye, decorate, print. **Construction**: structure, stronger, stiffer, join, strengthen, attach **Mechanics:** levers, sliders, wheels and axles **Electricals and Electronics:** electricity, battery **Computing:** design, model, software **Design, make, Evaluate and Improve:** sketch purpose, function, user, product, mock-up, refine, strengthen. **Take Inspiration from Design:** design, product, refine, improve, purpose.	**Food:** recipe, ingredients, utensils, balanced diet, protein, carbohydrates, fat, dairy, vitamins, minerals. **Materials:** score **Textiles:** cotton, felt, thread, running stitch, seam allowance **Construction:** construct, repair, strengthen **Mechanics:** pulleys, gears, winding mechanisms **Electricals and Electronics:** series circuit, parallel circuit, wires, switches **Computing:** control, monitor **Design, make, Evaluate and Improve:** annotated sketches, cross-sectional diagrams, exploded diagrams, prototypes, pattern pieces, computer-aided design, efficiency, appropriate **Take Inspiration from Design:** disassemble, refine, product, purpose	**Food:** ratio, seasonality, micro-organisms, temperature, degrees, scale up, scale down, creaming, whisking, kneading **Materials:** malleable, durable, flexible, hardness, balsa, dowel, hardwood, softwood, grain **Textiles:** seam allowance, running stitch, back stitch, blanket stitch, **Construction:**, reinforce, screwing, nailing, drilling, sanding, sawing, hacksaw, **Mechanics:** gears, pulleys, cams, levers, linkages **Electricals and Electronics:** series circuits, parallel circuit, switches, bulbs, buzzers, motors, components, LEDs, resistors, transistors, chips, cells, bulbs, switches, buzzers, battery, conductors, insulators, amps, volts, **Computing:** control, monitor **Design, make, Evaluate and Improve:** prototypes, cross-sectional diagrams, exploded diagrams, computer aided designs, effectiveness, efficiency, appropriate **Take Inspiration from Design:** Consumer, product, usability, product analysis, manufacture.
