Design and Technology – Skills Progression Infants

		Reception	Year 1	Year 2
Humankind	**Everyday products**	Name and explore a range of everyday products and begin to talk about how they are used.	Name and explore a range of everyday products and describe how they are used.	Explain how an everyday product could be improved.
	Staying safe	Follow rules and instructions to keep safe.	Follow the rules to keep safe during a practical task.	Work safely and hygienically in construction and cooking activities.
Processes	**Mechanisms and movement**	Explore, build and play with a range of resources and construction kits with wheels and axles.	Use wheels and axles to make a simple moving model.	Use a range of mechanisms (levers, sliders, wheels and axles) in models or products.
	Electricity	Identify products that use electricity to make them work.	Identify products that use electricity to make them work and describe how to switch them on and off.	Create an operational, simple series circuit.
Creativity	**Generation of ideas**	Create collaboratively, share ideas and use a variety of resources to make products inspired by existing products, stories or their own ideas, interests or experiences.	Create a design to meet simple design criteria.	Generate and communicate their ideas through a range of different methods.
	Structures	Construct simple structures and models using a range of materials.	Construct simple structures, models or other products using a range of materials.	Explore how a structure can be made stronger, stiffer and more stable.
	Use of ICT	Use digital devices to take digital images or recordings of their creations to share with others.	Use design software to create a simple plan for a design.	Use design software to create a simple labelled design or plan.
Investigation	**Investigation**	Choose and explore appropriate tools for simple practical tasks.	Select the appropriate tool for a simple practical task.	Select the appropriate tool for a task and explain their choice.
	Evaluation	Adapt and refine their work as they are constructing and making.	Talk about their own and each other's work, identifying strengths or weaknesses and offering support.	Explain how closely their finished products meet their design criteria and say what they could do better in the future.
Materials	**Cutting and joining textiles**		Cut and join textiles using glue and simple stitches.	Use different methods of joining fabrics, including glue and running stitch.

	Materials for purpose	Select appropriate materials when constructing and making.	Select and use a range of materials, beginning to explain their choices.	Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect.
	Decorating and embellishing textiles		Use gluing, stapling or tying to decorate fabric, including buttons and sequins.	Add simple decorative embellishments, such as buttons, prints, sequins and appliqué.
Nature	**Food preparation and cooking**	Follow instructions, including simple recipes, which include measures and ingredients.	Measure and weigh food items using non-standard measures, such as spoons and cups.	Prepare ingredients by peeling, grating, chopping and slicing.
	Nutrition	Suggest healthy ingredients that can be used to make simple snacks.	Select healthy ingredients for a fruit or vegetable salad.	Describe the types of food needed for a healthy and varied diet and apply the principles to make a simple, healthy meal.
	Origins of food	Begin to identify the origins of some foods.	Sort foods into groups by whether they are from an animal or plant source.	Identify the origin of some common foods (milk, eggs, some meats, common fruit and vegetables).
Comparison	**Compare and contrast**	Describe what, why and how something was made and compare with others.	Describe the similarities and differences between two products.	Compare different or the same products from the same or different brands.
Significance	**Significant people**	Explore significant products.	Describe why a product is important.	Explain why a designer or inventor is important.