

DT Progression Map 2025

	Cooking and nutrition	Mechanisms	Structures	Textiles	Electrical systems
EYFS	Soup – Aut 2 (using senses to explore fruit/veg, develop a class recipe)	Junk modelling – Sum 1 (joining techniques)	Boats – Sum 2 (shapes and structures, float vs sink)		
Year 1		Moving storybook – Spr 2 (sliders and movement output)	Windmills – Aut 1 (key features, choosing appropriate materials, stable structure)	Puppets – Sum 1 (methods of joining fabric to create a hand puppet)	
Year 2	A balanced diet – Sum 2 (learn about food groups to create a healthy wrap)	Moving monsters – Sum 1 (explore levers, linkages and pivots)	Baby bear’s chair – Aut 2 (explore stability and methods to strengthen structures)		
Year 3	Eating seasonally – Sum 1 (design a puff pastry tart using seasonal fruit/veg)	Pneumatic toys – Spr 2 (explore pneumatic systems and apply them in a toy design)		Cross stitch and appliqué – Aut 2 (apply new sewing techniques to a design)	
Year 4			Pavilions – Aut 2 (design and create a stable, decorated pavilion)	Fastenings – Spr 1 (design and make a fabric book sleeve)	Torches – Sum 2 (develop a functional torch design)
Year 5	What could be healthier? – Aut 2 (develop a healthy Bolognese sauce recipe)	Pop-up books – Spr 2 (use levers, sliders, layers and spacers to create a paper-based mechanism)		Stuffed toys – Sum 2 (apply learned and new – blanket stitch – sewing techniques to design and make a stuffed toy)	
Year 6			Playgrounds – Aut 1 (use research on existing playground equipment to design and develop a range of apparatus)	Waistcoats – Spr 1 (use a combination of skills to design, assemble and decorate a waistcoat)	Steady hand games – Sum 2 (design and develop a steady hand game using a series circuit, including housing and backboard)