

DT Vocabulary Progression (Years 1–6)

Cooking & Nutrition



- Year 1: Fruit, Ingredients, Taste, Texture, Knife skills (claw/bridge), Healthy diet.
- Year 2: Peel, Slice, Savoury, Grate, Juice, Crush, Edible, Packaging, Star rating.
- Year 3: Balanced diet, Carbohydrate, Protein, Processed food, Seasonal, Hygienic, Portion, Survey, Label design.
- Year 4: Knead, Dough, Gluten, Yeast, Blender, Staple food, Seasonal veg, Farm-to-fork.
- Year 5: Allergy, Allergen, Budget, Micro-organisms, Vegan, Vegetarian, Nutritional analysis, Packaging, Entrepreneur.
- Year 6: Assembly, Vitamins, Market research, Marketing, Adapt recipes, Packaging nets, Dietary needs, Scaling/ratios.

Mechanisms, Electrical Systems & Programming



- Year 1: Slider, Lever, Pivot, Linear/rotational movement; Wheel, Axle, Chassis, Frame vs shell.
- Year 2: Oscillating, Reciprocating, Stability, Strength, Wobble test, Structure.
- Year 3: Linkage, Lever, Pivot, Frame, Triangulation, Reinforce, Circuit, Switch, Exploded diagram, Isometric drawing.
- Year 4: Circuit symbols, Conductor, Component, Flow chart, Cut-away drawing, System, Troubleshoot.
- Year 5: Shell structure, Sheet material, Tabs, Nets, Flanges, Sustainability, CAD.
- Year 6: Sensor, Input, Output, Program loop, Microcontroller, Sparkle, Crumble, Coding, Jinks framework.

Textiles



- Year 2: Running stitch, Fabric, Template, Knot, Needle, Thimble, Permanent/temporary joins.
- Year 3: Seam, Seam allowance, Pattern pieces, Fastenings, Stiffening, Appliqué, Embroidery techniques.
- Year 4: Cross-stitch, Overstitch, Buttonhole, Stuffing, Decorative stitching, Annotate, Mock-up.
- Year 5: Wadding, Hem, Reinforce, Right/wrong side, Pinking shears, CAD for pattern design.
- Year 6: Graphic design, Mood board, Sustainability, Waterproof, Theming, Prototype.

Design–Make–Evaluate Language



- Year 1: Product, Client, Design brief, Evaluate, Labelled sketch.
- Year 2: Function, Plan, Model, Packaging, Specifications, Star rating.
- Year 3: Specification, Prototype, Exploded diagram, Survey, Annotated drawing, Iterative improvement.
- Year 4: Flow chart, Cut-away drawing, Adapt, Systems thinking, Marketing.
- Year 5: Budget, Mood board, Entrepreneur, CAD, Sustainability audit.
- Year 6: Graphic design, Program flow, Annotate complex diagrams, Evaluate against specs, Users & purpose.