



Design Technology Vocabulary

| EYFS Food | apron, chop, cut, equipment, fork, knife, spoon, mix, clean, germs, cook, bake, stir, healthy, fruit, vegetable | | | | | |
|-----------|--|---|---|---|---|--|
| | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| Food | Preparing Fruit & Vegetables: Fruit salad fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria | Preparing Fruit & Vegetables: Healthy pizzas fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria | Healthy & Varied Diet: Vegetable soup name of products, names of equipment, utensils, techniques and ingredients texture, taste, sweet, sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savoury hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested healthy/varied diet planning, design criteria, purpose, user, annotated sketch, sensory evaluations | Healthy & Varied Diet: Vegetable stir-fry name of products, names of equipment, utensils, techniques and ingredients texture, taste, sweet, sour, hot, spicy, appearance, smell, preference, greasy, moist, cook, fresh, savoury hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested healthy/varied diet planning, design criteria, purpose, user, annotated sketch, sensory evaluations | Celebrating culture & Seasonality: Pastry snacks ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality utensils, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble design specification, innovative, research, evaluate, design brief | Celebrating culture & Seasonality: Mayan food ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality utensils, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble design specification, innovative, research, evaluate, design brief |

| | | | | | | |
|--|---|---|--|---------------|--|---------------|
| EYFS Mechanisms | Sellotape, glue stick, masking tape, paper clip, plasticine, ruler, straw, draw, ideas | | | | | |
| | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| Mechanisms & Mechanical Systems | Slides & Levers: Moving pictures | Wheels & Axles: Wheelbarrows for Easter Egg race | Levers & Linkages: Christmas card with pop-up lever | | Pulleys & Gears: Building the fastest car | |
| | <p>slider, lever, pivot, slot, bridge/guide</p> <p>card, masking tape, paper fastener, join</p> <p>pull, push, up, down, straight, curve, forwards, backwards</p> <p>design, make, evaluate, user, purpose, ideas, design criteria, product, function</p> | <p>vehicle, wheel, axle, axle holder, chassis, body, cab</p> <p>assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism</p> <p>names of tools, equipment and materials used</p> <p>design, make, evaluate, purpose, user, criteria, functional</p> | <p>mechanism, lever, linkage, pivot, slot, bridge, guide</p> <p>system, input, process, output</p> <p>linear, rotary, oscillating, reciprocating</p> <p>user, purpose, function</p> <p>prototype, design criteria, innovative, appealing, design brief</p> | | <p>pulley, drive belt, gear, rotation, spindle, driver, follower, ratio, transmit, axle, motor</p> <p>circuit, switch, circuit diagram</p> <p>annotated drawings, exploded diagrams</p> <p>mechanical system, electrical system, input, process, output</p> <p>design decisions, functionality, innovation, authentic, user, purpose, design specification, design brief</p> | |

| | | | | | | |
|------------------------|--|---------------|---|---------------|---------------|--|
| EYFS Structures | Sellotape, glue stick, masking tape, paper clip, plasticine, ruler, straw, build, make | | | | | |
| | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| Structures | Freestanding Structures: Playground equipment | | Shell Structures (incl. CAD): Chocolate box packaging | | | Frame structures: Picture frame |
| | <p>cut, fold, join, fix</p> <p>structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved</p> <p>metal, wood, plastic</p> <p>circle, triangle, square, rectangle, cuboid, cube, cylinder</p> <p>design, make, evaluate, user, purpose, ideas, design criteria, product, function</p> | | <p>shell structure, three-dimensional (3-D) shape, net, cube, cuboid, prism, vertex, edge, face, length, width, breadth, capacity</p> <p>marking out, scoring, shaping, tabs, adhesives, joining, assemble, accuracy, material, stiff, strong, reduce, reuse, recycle, corrugating, ribbing, laminating</p> <p>font, lettering, text, graphics, decision, evaluating, design brief design criteria, innovative, prototype</p> | | | <p>frame structure, three-dimensional (3D) shape, triangulation, compression, tension, bending, torsion, load, capacity</p> <p>marking out, measuring, shaping, joining, assembly, accuracy, material, strong, reduce, reuse, recycle, reinforce</p> <p>function, performance, decision, evaluating, design brief, design criteria, innovation, prototype</p> <p>CAD related terms e.g. handle, workplane etc.</p> |

| | | | | | | |
|----------------------|--|--|---------------|--|---------------|---|
| EYFS Textiles | bead, button, fabric, felt, scissors, sew, clothes, wool, fleece | | | | | |
| | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| Textiles | | Templates & Joining Techniques: Making puppets | | 2D Shape to 3D Product: Making Christmas cushions | | Combining different fabric shapes (incl. CAD): Make Do & Mend bags |
| | | names of existing products, joining and finishing techniques, tools, fabrics and components template, pattern pieces, mark out, join, decorate, finish features, suitable, quality mock-up, design brief, design criteria, make, evaluate, user, purpose, function | | fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance user, purpose, design, model, evaluate, prototype, annotated sketch, functional, innovative, investigate, label, drawing, aesthetics, function, pattern pieces | | seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces name of textiles and fastenings used, pins, needles, thread, pinking shears, fastenings, iron transfer paper design criteria, annotate, design decisions, functionality, innovation, authentic, user, purpose, evaluate, mock-up, prototype |

| | | | | | | |
|------------------------------------|---------------|---------------|---------------|--|--|---------------|
| EYFS Electrical Systems | N/A | | | | | |
| | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| Electrical Systems | | | | Simple circuits & switches (incl. programming & control): Electrical games | More complex switches & Circuits (incl. programming, monitoring & control): Alarms | |
| | | | | series circuit, fault, connection, toggle switch, push-to-make switch, push-to-break switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor, crocodile clip control, program, system, input device, output device user, purpose, function, prototype, design criteria, innovative, appealing, design brief | series circuit, parallel circuit, names of switches and components, input device, output device, system, monitor, control, program, flowchart function, innovative, design specification, design brief, user, purpose | |

| | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|--|--|--------|--------|--------|--------|--------|
| To take inspiration from design throughout history | design, make, evaluate, user, purpose, ideas, design criteria, product, function | | | | | |
| | designer, inventor, chef, architect, engineer | | | | | |
| | innovation, biomimicry, inspiration, problem solving, experimentation, prediction, modelling | | | | | |
| | shell, structure, CAD/CAM, programming, switches, current, circuit, power, Eatwell Guide | | | | | |
| | fashion, patterns, comfort, ergonomics | | | | | |