

ESW DT Curriculum – Lesson Progression

Rec	Lesson	Autumn –	Spring –	Summer –
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Year 1	Lesson	Autumn – Structures (Design)	Spring - Mechanisms (Make)	Summer – Textiles (Evaluate)
	1	E – understand the design cycle and explore existing structures and their purpose	D- Understand existing products with sliders and pivots	Explore and evaluate a range of fabrics and products.
	2	E - research and evaluate existing play structures	M - Follow a simple plan to make a mechanism with support	Use a basic stitch, staples and glue to join fabrics.
	3	D – design play equipment that meets the design brief	D - Generate ideas for my intended user with support	Use a template and cut out a face shape from fabric. Explore different ways of creating hair.
	4	D & M – design and make a play structure (swing)	M - Select tools and materials to make a slider or pivot	Generate ideas and create a design.
	5	D & M – design and make a play structure (slide)	M - To create a slider or pivot mechanism for a purpose	Make fabric faces.
	6	E – evaluate my play structure and suggest changes	E - Evaluate my mechanism and suggest changes with support	Mount face on a background. Adapt and evaluate.

Year 2	Lesson	Autumn – Mechanisms (Design)	Spring – Textiles (Make)	Summer – Structures (Evaluate)
	1	D - Understand wheels and axels and how they work through annotated drawings	Explore and evaluate a range of puppets and their features.	E – evaluate a range of existing products (chairs)
	2	M - Use a simple plan to create a wheel and axel mechanism,	Create a fabric finger puppet.	E - understand what makes structures strong and stable
	3	D - Generate ideas through annotated drawings	Develop and practise running stitch.	E – evaluate a range of joins
	4	D - Design a product with a purpose for an intended user	Design a hand puppet.	D – design a product with a purpose for an intended user (make a chair)
	5	M - Use a design criteria to make a wheel and axel	Make hand puppet.	M – use design criteria to make a chair
	6	E - Evaluate my mechanism and suggest changes independently	Finish and evaluate the product.	E – evaluate my design and suggest changes

Year 3	Lesson	Autumn – Textiles (Design)	Spring – Structures (Make)	Summer – Mechanisms (Evaluate)
	1	Explore and evaluate a range of pencil cases. Investigate ways of opening and closing pencil cases.	D – understand the design features of a castle	E - Evaluate existing levers and linkages and their purpose
	2	Practise and compare running stitch and over stitch.	D – use design criteria to design a structure (castle)	D – Use annotated drawings to explain a design

	3	Sew embellishments to a piece of fabric.	M – use nets to make a 3D object	M – Use a step-by-step to create a lever and linkage mechanism
	4	Design a pencil case.	M – use joins to connect 3D objects	E – Consider improvements for my mechanism
	5	Modify design and make pencil case.	M – use design criteria to make a structure	M – Apply improvements to my design
	6	Finish and evaluate the product.	E – evaluate my structure and suggest changes	E – Evaluate against design criteria with support

Year 4	Lesson	Autumn – Structures (Design)	Spring - Mechanisms (Make)	Summer – Textiles (Evaluate)
	1	E - research and evaluate existing structures (bird hides)	E – Explore pneumatic mechanisms and how they work in real world context	Explore and evaluate a range of bags.
	2	D – design prototype structures	M – Select tools, materials and kits to create pneumatic mechanisms	Practise and compare running stitch, over stitch and blanket stitch.
	3	M – make prototype structure	D – Explain how the component parts of my design work	Design a bag.
	4	D – use design criteria to design a structure (bird hide)	M – Independently measure, mark and cut materials accurately	Make the bag
	5	M – assemble, join and combine materials to make a structure (bird hide)	M – Assemble, join and combine materials to make a pneumatic mechanism	Make the handles.
	6	E – Evaluate my product against design criteria	E – Evaluate my product against an original design criteria	Finish and evaluate the product.

Year 5	Lesson	Autumn – Mechanisms (Design)	Spring – Textiles (Make)	Summer – Structures (Evaluate)
	1	D – Explore a range of existing products to generate ideas	Explore and evaluate a range of stuffed toys.	E – use existing knowledge to build a structure
	2	M – Select materials, components and kits according to their function with support	Practise and compare running stitch, over stitch and blanket stitch (with increasing accuracy and independence)	E – evaluate existing structures and materials
	3	D – Generate a range of design ideas	Design a toy	D – design a structure based on the design brief
	4	D – Use annotated drawings/diagrams to communicate ideas	Make the toy	M – assemble, join and combine materials to make a structure (bridge)
	5	M – Make a step-by-step plan as a guide to making	Stuff and finish the toy.	M – assemble, join and combine materials to make a structure (bridge)
	6	E – Critically evaluate my design with support of others	Finish and evaluate the product.	E – evaluate the stability, strength, appearance and complexity of a structure

Year 6	Lesson	Autumn – Textiles (Design)	Spring – Structures (Make)	Summer – Mechanisms (Evaluate)
	1	Explore and evaluate a range of cushions and fabric tie dye products.	E – conduct market research to evaluate existing structures	E – Critically evaluate products on the market
	2	Tie dye some fabric.	D – create a foot print plan and design a playground based on the market research	D – Use research to inform and develop a detailed design criteria fit for purpose
	3	Practise and compare running stitch, over stitch, blanket stitch and back stitch.	M – measure, mark and cut wood	M – Independently select materials, components and tools
	4	Design cushion.	M – build a range of play apparatus structures drawing upon new and prior knowledge of structures.	E – Evaluate ideas against a design criteria and suggest changes.
	5	Make cushion.	M – use a range of materials to reinforce and add decoration to structures.	M – Use a range of techniques to make a cams mechanism with precision and accuracy
	6	Stuff cushion and evaluate the product.	E - evaluate my final product for fitness of purpose considering the views of others	E – Evaluate my final product for fitness of purpose considering the views of others