

ESW DT Curriculum – DT Vocabulary Progression

Rec	Across the Year	
	Fabric	Texture
	Join	Scissors
	Cut	Make
	Decorate	Ideas

Year 1	Autumn – Structures (Design) Playgrounds		Spring - Mechanisms (Make) Pivots, Sliders and Hinges		Summer – Textiles (Evaluate) Fabric Faces	
	Product	The thing being made.	Slider	A bar that moves forwards and backwards in a straight line	Template	A pattern used as a guide.
	Client	The person paying money to someone to design something.	Lever	A bar that moves around a pivot	Assemble	To bring parts together.
	User	The person using the product.	Pivot	The central point a mechanism turns on	Stitch	To fasten, join or close with sewing.
	Design	A plan or drawing to show how something will look or work.	Slot	The hole which a slider or lever is placed through to help movement	Evaluate	Deciding if something has been done in the right way and if it can be improved.
	Design brief	Tells you what to design and make.	Bridge/Guide	A short card strip used to keep sliders in place, controls movement.	User	Someone who uses a particular thing.
	Research	To find out facts.	Fastener	Something that closes or secures to something else	Purpose	The reason that something is made.
	Make	Using a plan, tools and materials to build or create a product	Join	A place or line where two or more things are connected or fastened together	Design	To create or invent something.
	Evaluate	Deciding if something has been done in the best way and wondering what could be improved.	Design	Understanding why we use products and creating ideas	Product	The thing that you make.
	Model	To make a smaller version of a product (prototype).	Make	Using a plan, tools and materials to build or create something	Function	A purpose for your product.
	Structures	Something which stands, usually on its own.	Evaluate	Deciding if something has been done in the best way and wondering what could be improved	Template	A pattern used as a guide.
	Play structures	Structures used for play such as a swing or a slide.				

Year 2	Autumn – Mechanisms (Design) Wheels and Axles		Spring – Textiles (Make) Hand Puppets		Summer – Structures (Evaluate) Chairs	
	Axle	a rod on which one or more wheels can rotate, either freely or be fixed to and turn with the axle.	Running stitch	A small even stitch running in and out of fabric.	Natural	Materials found in nature.
	Axle holder	FOR THE AXLE TO BE FASTENED TO	Needle	A pointed tool for sewing.	Man-made	Materials made by humans.

	Chassis	The frame or base on which a vehicle is built.	Thread	Twisted cotton which can be used for sewing.	Instructions	Tell you how to do something or how to make something.
	Friction	Resistance which is encountered when two things rub together.	Felt	A soft fabric.	Assembly	Putting parts together to make something.
	Dowel	Wooden rods used for making axels to hold wheels.	Adapt	To change and become more suitable.	Strong	It does not break easily.
	Vehicle	A thing used for transporting people or goods.	Functional	Something made to do a specific job.	Stable	A structure that is fixed and steady and will not fall over.
	Assembling	Fit together the separate component parts	Running stitch	A small even stitch running in and out of fabric.	Test	To see if a product works.
	Shaping	Give a particular shape or form.	Needle	A pointed tool for sewing.		
	Fixed	Fastened securely in position.				
	Free	Not fastened securely in position.				
	Mechanism	A device used to create movement in a product.				
	Functional	Designed to be practical and useful, rather than attractive.				

Year 3	Autumn – Textiles (Design) Pencil Cases		Spring – Structures (Make) Castle		Summer – Mechanisms (Evaluate) Levers and Linkages	
	Over stitch	A type of sewing stitch to join pieces of fabric together.	Façade	The front of a structure.	Mechanism	A device used to create movement in a product
	Applique	A cut out decoration fastened to a larger piece of material.	2D	Flat objects with 2-dimensions, such as a square, rectangle and circle.	Linkage	Card strips joining one or more levers to produce the type of movement required.
	Measure	Find out the size of something.	3D	Solid objects with 3-dimensions, such as cube, oblong and sphere.	Bridge	A short strip used to keep sliders in place to control movement.
	Prototype	The first one of your product that you make.	Paper Net	A 2D flat shape, that can become a 3D shape once assembled.	Process	A series of actions or steps taken in order to achieve something
	Design	To think of, create, sketch out, or invent something.	Specification	A requirement which is clearly stated, for example about the necessary features in the design of something.	Input	The movement put in to a mechanism
	Criteria	A list of things that have to be included in your design.	Features	A specific part of something.	Output	The movement produced by a mechanism in a product
	Innovative	Create something new and original.	Stability	Object does not easily topple over.	Linear	Movement in a straight line
	Appealing	Attractive or interesting.	Geometric shapes	Special closed figures made by connecting points, lines, curves and circles. For example, circle, triangle, square and rectangle.	Rotary	Movement that moves round and round (in a circle) e.g., wheels/gear
	Brief	A set of instructions for a project.	Recycled materials	Material or an object that, when no longer wanted or needed, can be made into something else.	Oscillating	Forwards and backwards movement in an arc e.g., levers

	Over stitch	A type of sewing stitch to join pieces of fabric together.			Reciprocating	Forwards and backwards movement in a straight line e.g., sliders
	Applique	A cut out decoration fastened to a larger piece of material.				

Year 4	Autumn – Structures (Design) Pavilions		Spring - Mechanisms (Make) Pneumatics		Summer – Textiles (Evaluate) Bags	
	Frame structure	A structure that is made stable by a skeleton that is able to stand by itself as a rigid structure	Components	A part or element of a larger whole, especially a part of a machine or vehicle.	Blanket stitch	A type of sewing stitch used to join pieces of fabric together.
	Stiffen	To support or strengthen	Tubing	A length or lengths of metal, plastic, glass etc in a tubular form.	Research	Careful study and investigation to gather information.
	Strengthen	To make or become stronger	Syringe	A tube with a nozzle and plunger for sucking and blowing air or liquids.	Fabric paint	Paint designed for using on fabric.
	Reinforce	To strengthen or support an object by the addition of extra material	Plunger	A device or mechanism that works with a plunging or thrusting movement.	Evaluate	The process of deciding if something has been done in the best way and identifying what could be improved.
	Stability	The state of being stable	Pneumatic system	Pneumatic systems are systems that use compressed air (squeezed air) to make things move.	Investigate	To find out about different materials and components and how they can be used.
	Triangulation	The use of triangles to strengthen and solidify structures	Input movement	Input – what goes into a system. The 'input movement' is where the user pushes or pulls a syringe or pump.	Constraints	Things that limit or control what you do.
	Temporary	Lasting for only a limited time. Not permanent	Output movement	Output – what comes out of a system. The 'output movement' is where the object at the end of the tube moves.	Ideas	A thought or opinion.
	Permanent	Intended to last or remain unchanged	Compression	Compressed – something that is squashed, such as air in a tube.	Blanket stitch	A type of sewing stitch used to join pieces of fabric together.
	Camouflage	To hide or disguise the presence of something	Inflate	To let gas/ air in 'gets bigger'		
			Deflate	To let gas/ air out 'gets smaller'		

Year 5	Autumn – Mechanisms (Design) Pulleys and Gears		Spring – Textiles (Make) Stuffed Toys		Summer – Structures (Evaluate) Bridges	
	Pulley	A grooved wheel over which a drive belt can run.	Pattern	something that happens or appears in a regular and repeated way	Beam bridge	A bridge which is built with horizontal beams and vertical pillars
	Drive belt	The belt which connects and transfers movement between two pulleys.	Tack	to sew quick, temporary stitches that will later be removed	Truss bridge	A bridge which is built from a series of triangular beams
	Spindle	A round stick with tapered ends used to form and twist a pulley	Stuffing	a soft material (such as cotton or polyester) used to fill upholstered furniture, cushions, bedding, etc	Arch bridge	A bridge which is built with a curved arch
	Driver	The gear or pulley that provides the input movement to the system.	Design decisions	define the direction and outcome of design projects	Lamination	Layers of material bonded together
	Follower	The gear or pulley that provides the output movement to the system.	Functionality	something's usefulness, or how well it does the job it's meant to do	Corrugation	A material with lines or folds on the surface
	Ratio	A relationship between two things when it is expressed in numbers or amounts.	Innovation	to introduce something new; or to make changes in something established, especially by introducing new methods, ideas or products	Rigid	Something that is stiff or fixed which can not be bent easily
	Transmit	Cause (something) to pass on from one person or place to another.	Authentic	not false or imitation : real, actual	Stiffness	How firm or hard something is
	Circuit diagram	Drawing of the connections and components of a circuit through lines and symbols.	Pattern	something that happens or appears in a regular and repeated way	Stability	Something that is firmly fixed or unlikely to move
	Annotated drawings	Drawings that combine text and sketches to illustrate ideas.				
	Exploded diagrams	Drawings that show how a product can be assembled and how the separate parts fit together.				
	Innovation	A new idea, design or product				
	Authentic	Something that is original, not false or an imitation				

Year 6	Autumn – Textiles (Design) Cushions		Spring – Structures (Make) Playground and Landscapes		Summer – Mechanisms (Evaluate) Cams	
	Tie dye	produce patterns in (a garment or piece of cloth) by tying parts of it to shield it from the dye	Apparatus	Equipment designed for recreation and play, such as seesaws and swings	Cam	A mechanism that changes one sort of movement to another. Cams can be off-centre wheel or a specially shaped wheel.
	Modify	make partial or minor changes to (something).	Modify	To change something to improve or fix it	Snail cam	Snail cams have the appearance of a snail shell. It causes the follower to remain

						stationary for half a turn before gently rising and suddenly falling.
	Seam allowance	the area between the fabric edge and the stitching line on two (or more) pieces of material being sewn together.	Plan view	A two-dimensional diagram used to describe a place or object from above with annotations and other details such as measurements	Off-centre cam	Circular cams use an off-centre pivot to cause the follower to move up and down.
	Component	a part or element of something	Playground	An outdoor area for children to play in. They usually have different apparatus to play on such as climbing frames and slides	Peg cam	Attaching the follower off from the pivot point to create a larger movement.
	Techniques	a method of doing some task or performing something	Prototype	A simple model that lets you test out your idea and how it will look and work	Pear shaped cam	Pear cams are called this as they have the shape of a pear. It remains stationary for half a turn then gently rises and falls.
	Back Stitch	a basic hand stitch where the thread is sewn in a back and forth motion	Reinforce	To make a structure or material stronger, especially by adding another material or element to it	Follower	The device that follows the movement of the cam: a lever or a slider.
			Structure	Something which stands, usually on its own	Crank	Turning handle to turn the camshaft.
			User	A person that uses something	Framework	A framework is the skeleton of the project – the strong shape that holds everything together and makes it stand up.
					Rotary motion	Movement that goes round.
					Oscillating motion	Moving to and fro around a pivot point, as in a lever.
					Reciprocating motion	Backwards and forwards movement in a straight line, as in a slider.