



St. Andrew's Design Technology Vocabulary Progression Ladder

	Year 3		Year 4		Year 5		Year 6	
	Repeated from previous years	New	Repeated from previous years	New	Repeated from previous years	New	Repeated from previous years	New
Autumn		appearance arid climate complimentary country cut design evaluate export fruit grate import ingredients mediterranean mock-up mountain peel polar seasonal snip taste temperature texture tropical	3D structure	3D shapes cladding design criteria innovative natural reinforce	criteria design reinforce	input mechanism model motion research	design criteria	annotate decorate fabric target customer waistcoat waterproof

		vegetable weather						
Spring		analogue analyse annotate computer-aided design (CAD) design criteria digital digital revolution digital world electronic products fastening feature function initiate monitor net opinion point of sale simulator	analogue analyse annotate computer-aided design (CAD) design criteria* (Autumn) digital digital revolution digital world electronic electronic products fastening feature	badge control develop display feedback form	develop	circuit component configuration current DIY investigate motor motorised problem-solve product analysis series circuit stable target user	design criteria cladding features	apparatus equipment landscape playground
Summer	design* (spring)	2D 3D castle key features net scoring shape stable stiff strong		battery* bulb* buzzer* circuit* diagram component* conductor* electrical item electricity* electronic item insulator*	cut design evaluate grate ingredients	abattoir adaptation balanced beef brand cook cross-contaminati on enhance equipment	design brief design criteria equipment	application (apps) biodegradable boolean cardinal compass client corrode duplicate environmentally- friendly function

		structure tab		series circuit switch* target audience test torch wire* (vocab also covered in Science in Aut term)		farm hygiene label measure nutrient nutrition nutritional value preference press process recipe safety theme		GPS tracker if statement lightweight loop mouldable navigation pedometer product lifecycle product lifespan program recyclable replica smart smartphone sustainable design value variable
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Oracy in **Art and design** and **Design and technology**

'Oracy is the ability to speak eloquently, to articulate ideas and thoughts, to influence through talking, to collaborate with peers and to express views confidently and appropriately.

Oracy refers both to the development of speaking and listening skills, and the effective use of spoken language in teaching and learning. It is to speech what literacy is to reading and writing, and numeracy is to Maths.'

Speak for Change: Final report and recommendations from the Oracy All-Party Parliamentary Group Inquiry.

Learning *through* talk

At Kapow Primary, we believe it's crucial to provide pupils with opportunities for exploratory talk during their learning. This involves thinking aloud, questioning, discussing, and collaboratively building ideas.

Learning *to* talk

Similarly, developing oracy skills is essential for pupils to express and articulate themselves effectively across various contexts and settings, including formal ones like public speaking, debates, and interviews.

Through our **Art and design** curriculum, pupils have opportunities to develop their oracy skills by:

- Explaining and justifying their choices of materials, methods, and techniques.
- Engaging in paired and group discussions.
- Presenting and explaining their artwork and ideas to peers and the class.
- Analysing and critiquing the work of others as well as established artists.
- Collaborating on group artwork.
- Responding to high-level questions such as 'What is art?' by articulating and defending their ideas.

Through our **Design and technology** curriculum, pupils have opportunities to develop their oracy skills by:

- Presenting their design ideas or products to audiences of different sizes.
- Explaining designs, preferences or final products.
- Role-playing from the point of view of the user.
- Discussing products and design ideas using new vocabulary.
- Collaborating by organising tasks within a group.
- Critiquing others' designs and products.
- Reflecting on and responding to feedback towards their own designs and products.
- Summarising design ideas.