

Language progression

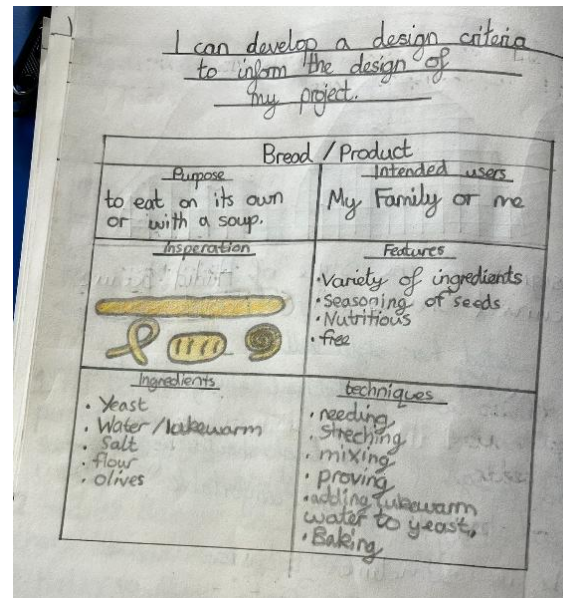
The vocabulary in this document identifies the new technical language that should be explicitly taught within each DT unit. These words have been carefully selected to support children's understanding of the technical knowledge and skills within the curriculum.

Teachers should introduce, model and regularly revisit this vocabulary throughout the unit, ensuring that children use it accurately during discussion, designing, making and evaluating.

Core DT vocabulary

The following vocabulary should be used consistently across all units and year groups so that children become increasingly confident thinking, speaking and working like designers:

- Design brief
- Design criteria
- Product
- Purpose
- User
- Research
- Evaluate
- Prototype (Yr 4 onwards)
- Functionality (Yr 5 onwards)
- Appearance (Yr 5 onwards)



Unit-specific technical vocabulary

These words and definitions should behave as 'STEM sentences' and be displayed on the flipchart at the appropriate point of the unit, and referred back to as part of discussion to reinforce children's confidence with the technical language.

Year Group	Unit	Vocab	Notes
Yr 1	Autumn – Glove Puppets (Textiles)	Template – a shape to draw around to make pieces match Fabric – cloth used to make things Running stitch – a simple sewing stitch	Running stitch is revisited in Y2 (pouches), Y4 (bags) and Y5 (stuffed toys)
	Spring – Chairs (structures)	Structure – something that is built Stable – does not fall over easily Strong – does not break Reinforce – make it stronger Design criteria – what my product needs to do	Design Criteria becomes recurring vocabulary throughout KS1 and KS2.
	Summer – Smoothies (Cooking and Nutrition)	Ingredient – one of the foods used to make a recipe Fruit – the part of a plant that contains seeds Vegetable – an edible part of a plant such as a root, stem or leaf Recipe – instructions for making food	Recipe is revisited in every cooking unit
Yr 2	Autumn – Moving Monsters (Mechanisms)	Mechanism – a part that makes something move Slide – a part that moves backwards and forwards Lever – a bar that moves around a fixed point Pivot – the point where something turns Movement – how something moves	Mechanism becomes recurring DT vocabulary and is built on in KS2.
	Spring – Healthy Wraps (Cooking and Nutrition)	Nutrition – the food our bodies need to stay healthy Healthy – good for our body Grate – to cut food into small pieces using a grater Peel – to take the skin off fruit or vegetables Hygiene – keeping clean when preparing food	Builds on ingredient and recipe from year 1.
	Summer – Pouches (Textiles)	Seam – where two pieces of fabric are joined Running stitch – a simple sewing stitch Template – a shape to draw around	Revisits Y1 textiles vocabulary and introduces seam and fastening

		Fastening – something that opens and closes a product (e.g. a button, zip or Velcro) Fabric – cloth used to make things	
Yr 3	Autumn – Shell Structures (Packaging)	Shell structure – a hollow structure with a strong outside Net – a flat shape that folds to make a 3D shape Tab – a flap used to join parts together Score – make a line to help card fold neatly Reinforce – make something stronger	Net builds on Year 2 maths. Reinforce builds on Year 1 structures.
	Spring – Pneumatics	Pneumatic – powered by air Pressure – a pushing force Syringe – a tube with a plunger that pushes or pulls air Tubing – a flexible tube that carries air Input – what makes a system work Output – what the system does.	Input and Output are revisited in Year 6 programming.
	Summer – Vietnamese Summer Rolls (Cooking and Nutrition)	Seasonal – grown or harvested at a certain time of year Prepare – get food ready to cook or eat Slice – to cut into thin pieces Peel – remove the skin from the fruit or vegetable Presentation – how food looks when it is served	Builds on Year 2 food preparation vocabulary.
Yr 4	Autumn – Bags (Textiles)	Seam allowance – the space between the stitching and the edge of the fabric. Cross stitch – stitches that cross the make an X shape. Fastening – how a product opens and closes Prototype – a first version used for testing and improving	Builds on Y2 textiles. Prototype becomes core KS2 vocabulary from this point.
	Spring – Seasonality Tarts (Cooking and nutrition)	Seasonality – a food that grows at certain times of the year Pastry – dough used to make pies and tarts Blind bake – bake pastry before adding the filling Garnish – decorate food before serving Presentation – how food looks when it is served	Builds on Y3 food presentation
	Summer – Torches (Electrical Systems)	Electrical system – parts that work together using electricity Series Circuit – a circuit with one complete loop Conductor – a material that lets electricity flow through it Insulator – a material that stops electricity flowing through it	Builds on Y4 Science (Electricity). Housing is revisited in Y6 Smart Products.

		Housing – the outer part that protects the product Switch – opens or closes a circuit	
Yr 5	Autumn – Stuffed Toys (Textiles)	Pattern piece – a template used to cut fabric Seam allowance – the space between the stitching and the edge of the fabric Blanket stitch – a stitch used around the edge of fabric Stuffing – the material used to fill a soft toy Prototype – the first version of a product used for testing	Builds on Y4 textiles and prototype
	Spring – Pop-up Books (Mechanisms)	Mechanism – parts that work together to create movement Layer – one piece placed over another Fold – a crease that allows movement Slot – a narrow opening that allows parts to fit together Pull tab – a strip that is pulled to create movement Interaction – how the user uses the product	Builds on Y2 mechanisms
	Summer – Pavilions (Structures)	Frame structure – a structure made from a framework of joined parts Triangulation – using triangles to make a structure stronger Stability – how well a structure stays balanced Load – the weight a structure must hold Aesthetics – how a product looks Functionality – how well a product works	Builds on Y1 stable and strong . Introduces higher-level design vocabulary
Yr 6	Autumn – Automata Toys (Mechanisms)	Cam – a shaped piece that creates movement when it turns Follower – the part that moves because of the cam Axle – a rod that turns to make parts move Bearing – a part that helps an axle turn smoothly Rotary motion – movement in a circle Linear motion – movement in a straight line	Builds on Y2 and Y5 mechanisms
	Spring – Bread (Cooking and nutrition)	Yeast – a living ingredient that makes dough rise Knead – stretch and fold dough to develop it Prove – leave dough to rise before baking Gluten – a protein that gives bread structure Fermentation – the process that makes bread rise	Builds on previous cooking units
	Summer – Smart	Input – what tells a system what to do Output – what the system does	Builds on Y3 input/output and Y4 housing. Links with computing.

	Products (micro:bit)	Program – a set of instructions for a computer Algorithm – a sequence of instructions to solve a problem Debug – find and fix mistakes in a program Housing – the outer case that protects the product	
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