

Art & Design and Design & Technology Progression of Vocabulary for each unit of work  
(Words in bold show new vocabulary that has been introduced)

Pearl Class - EYFS					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Structures:</u> Junk Modelling</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Join</li> <li>• Stick</li> <li>• Cut</li> <li>• Bend</li> <li>• Slot</li> <li>• Scissors</li> <li>• Measure</li> <li>• Materials</li> <li>• Fix</li> </ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Drawing:</u> Marvellous Marks</p> <p><b>Key Vocabulary</b> Artist, Bumpy, Chalk, Circle, Colours, Curved, Drawing, Feeling, Felt tips, Hard, Line, Long, Mark, Mark making, Medium, Observational drawing, Observe, Oil pastel, Paint, Pattern, Pencils, Ridged, Rough, Rubbing, Self-portrait, Short, Smooth, Soft, Squiggly, Straight, Texture, Thick, Thin, Wavy, Wax crayons, Zig-zag</p>	<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Structures:</u> Boats</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Waterproof</li> <li>• Absorb</li> <li>• Prediction</li> <li>• Variable</li> <li>• Experiment</li> <li>• Investigation</li> <li>• Float</li> <li>• Sink</li> <li>• Junk</li> </ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Painting and mixed media:</u> Paint my world</p> <p><b>Key Vocabulary</b> Collage, Create, Cut, Dab, Design, Dot, Flick, Glide, Glistening, Glossy, Landscape, Permanent, Rip, Shiny, Silky, Slimy, Slippery, Smooth, Splat, Splatter, Squelchy, Stick, Sticky, Sweep, Swirl, Swish, Tear, Temporary, Transient art, Wet, Wipe</p>	<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Textiles:</u> Bookmarks</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Thread</li> <li>• Weave</li> <li>• Pattern</li> <li>• Sew</li> <li>• Sewing needle</li> <li>• Embroider</li> <li>• Design</li> <li>• Evaluate</li> </ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Sculpture and 3D:</u> Creation Station</p> <p><b>Key Vocabulary</b> 3D art, Bend, Clay, Chop, Collage, Cut, Evaluate, Flatten, Join, Landscape, Pinch, Plan, Poke, Pull, Push, Reflect, Roll, Sculpture, Silky, Slimy, Slippery, Smooth, Squash, Squelchy, Sticky, Stretch, Twist, Wet</p>

Art & Design and Design & Technology Progression of Vocabulary for each unit of work  
(Words in bold show new vocabulary that has been introduced)

Ruby Class (Year 1 & 2) - Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Structures:</u> Constructing a windmill</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Client</li> <li>• Design</li> <li>• Evaluation               <ul style="list-style-type: none"> <li>• Net</li> </ul> </li> <li>• Stable</li> <li>• Strong               <ul style="list-style-type: none"> <li>• Test</li> <li>• Weak</li> </ul> </li> <li>• Windmill</li> </ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Drawing:</u> Make your mark</p> <p><b>Key Vocabulary</b></p> <p>Line, Vertical, Horizontal, Diagonal, Wavy, Straight, Cross-hatch, Optical art, 2D shape, 3D shape, Abstract, Narrative, Printing, Shade, Form, Continuous, Mark making, Observe, Dots, Circle, Lightly, Firmly, Texture, Shadow, Charcoal, Pastel, Chalk</p>	<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Textiles:</u> Puppets</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Decorate</li> <li>• Design</li> <li>• Fabric</li> <li>• Glue</li> <li>• Model</li> <li>• Hand puppet</li> <li>• Safety pin</li> <li>• Staple</li> <li>• Stencil</li> <li>• Template</li> </ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Sculpture and 3D:</u> Paper play</p> <p><b>Key Vocabulary</b></p> <p>Sculpture, Artist, Three dimensional (3D), Cylinder, Curve, Loop, Tube, Concertina, Overlap, Spiral, Zig-zag, Carving, Mosaic, Imagine</p>	<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Cooking &amp; nutrition:</u> Fruit and vegetables</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Blender</li> <li>• Carton</li> <li>• Fruit</li> <li>• Healthy</li> <li>• Ingredients               <ul style="list-style-type: none"> <li>• Peel</li> <li>• Peeler</li> <li>• Recipe</li> <li>• Slice</li> </ul> </li> <li>• Smoothie</li> <li>• Stencil</li> <li>• Template</li> <li>• Vegetable</li> </ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Sculpture and 3D:</u> Clay houses</p> <p><b>Key Vocabulary</b></p> <p>Roll, Smooth, Flatten, Shape, Cut, Pinch pot, Thumb pot, Ceramic, Glaze, Score, Slip, Surface, Join, Sculpture, Sculptor, Plaster, Casting, Negative space, Three dimensional, In relief, Detail, Impressing</p>

Art & Design and Design & Technology Progression of Vocabulary for each unit of work  
(Words in bold show new vocabulary that has been introduced)

Ruby Class (Year 1 & 2) – Cycle B					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Structures:</u> Baby bear's chair</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Function</li> <li>• Man-made</li> <li>• Mould</li> <li>• Natural</li> <li>• Stable</li> <li>• Stiff</li> <li>• Strong</li> <li>• Structure               <ul style="list-style-type: none"> <li>• Test</li> <li>• Weak</li> </ul> </li> </ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Craft and design:</u> Map it out</p> <p><b>Key Vocabulary</b></p> <p>Imaginary, Inspired, Landmarks, Shape, Texture, Pattern, Felt, Fibre, Viewfinder, Abstract, Composition, Mosaic, Stained glass, Overlap, Gallery, Curator, Design, Design brief, Evaluate</p>	<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Mechanisms:</u> Fairground wheel</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Axle</li> <li>• Decorate</li> <li>• Evaluation</li> <li>• Ferris wheel</li> <li>• Mechanism               <ul style="list-style-type: none"> <li>• Stable</li> <li>• Strong</li> <li>• Test</li> </ul> </li> <li>• Waterproof</li> <li>• Weak</li> </ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Painting and mixed media:</u> Colour Splash</p> <p><b>Key Vocabulary</b></p> <p>Hue, Shade, Primary colour, Secondary colour, Pattern, Mix, Blend, Print, Shape, Kaleidoscope, Texture, Space, Thick</p>	<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Mechanisms:</u> Making a moving monster</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Evaluation               <ul style="list-style-type: none"> <li>• Input</li> <li>• Lever</li> </ul> </li> <li>• Linear motion               <ul style="list-style-type: none"> <li>• Linkage</li> <li>• Mechanical</li> <li>• Mechanism                   <ul style="list-style-type: none"> <li>• Motion</li> </ul> </li> </ul> </li> <li>• Oscillating motion               <ul style="list-style-type: none"> <li>• Output</li> <li>• Pivot</li> </ul> </li> <li>• Reciprocating motion</li> <li>• Rotary motion               <ul style="list-style-type: none"> <li>• Survey</li> </ul> </li> </ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Painting and mixed media:</u> Life in colour</p> <p><b>Key Vocabulary</b></p> <p>Mixing, Primary colour, Secondary colour, Texture, Collage, Overlap, Detail, Surface</p>

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Sapphire Class (Year 3 & 4) - Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p align="center"><b>ART &amp; DESIGN</b></p> <p><u>Painting and mixed media:</u> Light and dark</p> <p><b>Key Vocabulary</b> Portrait, Landscape, Shadow, Tint, Shade, Texture, Contrasting, Vivid, Muted, Formal, Patterned, Abstract, Detailed, Figurative, Three dimensional (3D), Grid, Technique, Mark-making, Composition, Dabbing paint, Stippling paint, Paint wash, Pointillism</p>	<p align="center"><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Structure:</u> Pavilions</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Aesthetic</li> <li>• Cladding</li> <li>• Design criteria</li> <li>• Evaluation</li> <li>• Frame structure</li> <li>• Function</li> <li>• Inspiration</li> <li>• Pavilion</li> <li>• Reinforce</li> <li>• Stable</li> <li>• Structure</li> <li>• Target audience</li> <li>• Target customer                             <ul style="list-style-type: none"> <li>• Texture</li> <li>• Theme</li> </ul> </li> </ul>	<p align="center"><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Digital world:</u> Wearable technology</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Analogue</li> <li>• Analyse</li> <li>• Annotate</li> <li>• Badge</li> <li>• CAD</li> <li>• Control</li> <li>• Design criteria</li> <li>• Develop</li> <li>• Digital</li> <li>• Digital revolution</li> <li>• Digital world</li> <li>• Display</li> <li>• Electronic</li> <li>• Fastening</li> <li>• Feature</li> <li>• Feedback                             <ul style="list-style-type: none"> <li>• Form</li> </ul> </li> <li>• Function</li> <li>• Initiate</li> <li>• Layers</li> <li>• Loops</li> <li>• Micro: bit</li> <li>• Monitor                             <ul style="list-style-type: none"> <li>• Net</li> </ul> </li> <li>• Point of sale</li> <li>• Product</li> </ul>	<p align="center"><b>ART &amp; DESIGN</b></p> <p><u>Drawing:</u> Growing Artists</p> <p><b>Key Vocabulary</b> Geometric, Organic, Shape, Line, Object, Arrangement, Light, Dark, Shading, Tone, Grip, Smooth, Blend, Even, Frottage, Rubbing, Surface, Texture, Pressure, Tool, Tear, Cut, Botanist, Botanical, Scientific, Magnified, Form, Scale, Composition, Abstract, Frame, Gestural, Expressive, Viewfinder</p>	<p align="center"><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Structures:</u> Constructing a castle</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• 2D shapes</li> <li>• 3D shapes</li> <li>• Castle</li> <li>• Design criteria</li> <li>• Evaluate</li> <li>• Facade</li> <li>• Feature</li> <li>• Flag</li> <li>• Net</li> <li>• Recyclable</li> <li>• Scoring</li> <li>• Stable</li> <li>• Strong</li> <li>• Structure                             <ul style="list-style-type: none"> <li>• Tab</li> <li>• Weak</li> </ul> </li> </ul>	<p align="center"><b>ART &amp; DESIGN</b></p> <p><u>Drawing:</u> Power Prints</p> <p><b>Key Vocabulary</b> Contrast, Observational drawing, Shading, Shadow, Tone, Gradient, Three dimensional (3D), Proportion, Symmetry, Pattern, Composition, Precision, Mixed media, Wax-resist, Highlight, Collage, Combine, Parallel, Hatching, Cross-hatching, Viewfinder, Collaborate, Collaboratively, Printmaking, Abstract, Figurative, Monoprint, Block print</p>

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		<ul style="list-style-type: none"> <li>● Product concept             <ul style="list-style-type: none"> <li>● Program</li> <li>● Sense</li> </ul> </li> <li>● Simulator             <ul style="list-style-type: none"> <li>● Smart</li> </ul> </li> <li>● Technology             <ul style="list-style-type: none"> <li>● Test</li> <li>● User</li> </ul> </li> </ul>			
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**Sapphire Class (Year 3 & 4) - Cycle B**

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p align="center"><b>ART &amp; DESIGN</b></p> <p><u>Sculpture and 3D:</u> Abstract shape &amp; space</p> <p><b>Key Vocabulary</b> Sculpture, Structure, Three-dimensional, Found objects, Sculptor, Abstract, Negative space, Positive space</p>	<p align="center"><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Mechanical Systems:</u> Making a slingshot car</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>● Aesthetic</li> <li>● Air resistance</li> <li>● Chassis</li> <li>● Design</li> <li>● Design criteria</li> <li>● Function</li> <li>● Graphics</li> <li>● Kinetic energy</li> <li>● Mechanism             <ul style="list-style-type: none"> <li>● Net</li> </ul> </li> <li>● Structure</li> </ul>	<p align="center"><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Electrical Systems:</u> Torches</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>● Battery</li> <li>● Bulb</li> <li>● Buzzer</li> <li>● Cell</li> <li>● Component</li> <li>● Conductor</li> <li>● Copper</li> <li>● Design criteria</li> <li>● Electrical item</li> <li>● Electricity</li> <li>● Electronic item             <ul style="list-style-type: none"> <li>● Function</li> <li>● Insulator</li> </ul> </li> <li>● Series circuit             <ul style="list-style-type: none"> <li>● Switch                 <ul style="list-style-type: none"> <li>● Test</li> <li>● Torch</li> <li>● Wire</li> </ul> </li> </ul> </li> </ul>	<p align="center"><b>ART &amp; DESIGN</b></p> <p><u>Craft &amp; Design:</u> Ancient Egypt Scrolls</p> <p><b>Key Vocabulary</b> Egyptian, Ancient, Civilisation, Papyrus, Sculpture, Painting, Pattern, Shape, Colour, Scroll, Convey, Composition, Scale, Imagery, Design, Technique, Process, Material, Layout, Zine, Fold, Audience, Inform</p>	<p align="center"><b>ART &amp; DESIGN</b></p> <p><u>Craft &amp; Design:</u> Fabric of nature</p> <p><b>Key Vocabulary</b> Rainforest, Inspiration, Imagery, Colour palette, Mood board, Theme, Design, Designer, Texture, Develop, Pattern, Batik, Repeat, Repeating, Organic, Symmetrical, Craft, Craftsperson, Industry</p>	<p align="center"><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Cooking &amp; Nutrition:</u> Eating seasonally</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>● Climate</li> <li>● Dry climate</li> <li>● Exported</li> <li>● Imported</li> <li>● Mediterranean climate</li> <li>● Nationality</li> <li>● Nutrients</li> <li>● Polar climate             <ul style="list-style-type: none"> <li>● Recipe</li> </ul> </li> <li>● Seasonal food             <ul style="list-style-type: none"> <li>● Seasons</li> </ul> </li> <li>● Temperate climate</li> <li>● Tropical climate</li> </ul>

Art & Design and Design & Technology Progression of Vocabulary for each unit of work  
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Emerald Class (Year 5 & 6) - Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p><b>ART &amp; DESIGN</b></p> <p><u>Drawing:</u> I need space</p> <p><b>Key Vocabulary</b> Retro-futurism, Futuristic, Imagery, Culture, Cold War, Propaganda, Space race, Purpose Stimulus, Decision, Process, Technique, Collagraphy, Collagraph, Repetition, Printing plate, Composition, Printmaking, Evaluate, Revisit, Develop</p>	<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Electrical Systems:</u> Doodlers</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Circuit component</li> <li>• Configuration <ul style="list-style-type: none"> <li>• Current</li> <li>• Develop</li> <li>• DIY</li> </ul> </li> <li>• Investigate</li> <li>• Motor</li> <li>• Motorised</li> <li>• Problem solve</li> <li>• Product analysis</li> <li>• Series circuit <ul style="list-style-type: none"> <li>• Stable</li> </ul> </li> <li>• Target user</li> </ul>	<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Mechanical Systems:</u> Making a Pop-up Book</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Aesthetic</li> <li>• Computer-aided design (CAD)</li> <li>• Caption</li> <li>• Design</li> <li>• Design brief</li> <li>• Design criteria</li> <li>• Exploded-diagram <ul style="list-style-type: none"> <li>• Function</li> <li>• Input</li> <li>• Linkage</li> <li>• Mechanism</li> <li>• Motion</li> <li>• Output</li> <li>• Pivot</li> </ul> </li> <li>• Prototype <ul style="list-style-type: none"> <li>• Slider</li> </ul> </li> <li>• Structure</li> <li>• Template</li> </ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Painting and Mixed Media:</u> Portraits</p> <p><b>Key Vocabulary</b> Background, Continuous line drawing, Portrait, Self-portrait, Paint wash, Collage, Texture, Composition, Carbon paper, Transfer, Printmaking, Monoprint, Mixed media, Multimedia, Justify, Research, Evaluate, Represent, Atmosphere, Art medium</p>	<p><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Cooking and Nutrition:</u> Developing a Recipe</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Abattoir</li> <li>• Beef</li> <li>• Farm</li> <li>• Ingredients <ul style="list-style-type: none"> <li>• Process</li> </ul> </li> <li>• Adaptation</li> <li>• Enhance</li> <li>• Ingredients <ul style="list-style-type: none"> <li>• Preference</li> <li>• Evaluate</li> <li>• Justify</li> <li>• Nutrient</li> </ul> </li> <li>• Nutritional value <ul style="list-style-type: none"> <li>• Cpok</li> </ul> </li> <li>• Cross-contamination <ul style="list-style-type: none"> <li>• Cut</li> </ul> </li> <li>• Equipment <ul style="list-style-type: none"> <li>• Grate</li> <li>• Hygiene</li> <li>• Measure <ul style="list-style-type: none"> <li>• Press</li> <li>• Safety</li> </ul> </li> <li>• Brand</li> <li>• Theme</li> <li>• Design <ul style="list-style-type: none"> <li>• Label</li> </ul> </li> <li>• Balanced</li> </ul> </li></ul>	<p><b>ART &amp; DESIGN</b></p> <p><u>Drawing:</u> Make My Voice Heard</p> <p><b>Key Vocabulary</b> Maya, Mayan, Imagery, Mark making, Expressive, Character traits, Symbol, Symbolic, Interpretation, Aesthetic, Representative, Tone, Chiaroscuro, Technique, Graffiti, Guerilla, Mural, Street art, Commissioned, Tone, Tonal, Composition, Impact, Audience</p>

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Emerald Class (Year 5 & 6) - Cycle B					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p align="center"><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Textiles:</u> Waistcoats</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Accurate</li> <li>• Adapt</li> <li>• Annotate</li> <li>• Design</li> <li>• Design criteria</li> <li>• Detail</li> <li>• Fabric</li> <li>• Fastening</li> <li>• Knot</li> <li>• Properties</li> <li>• Running-stitch</li> <li>• Seam</li> <li>• Sew</li> <li>• Shape</li> <li>• Target audience</li> <li>• Target customer</li> <li>• Template</li> <li>• Thread</li> <li>• Unique</li> <li>• Waistcoat</li> <li>• Waterproof</li> </ul>	<p align="center"><b>ART &amp; DESIGN</b></p> <p><u>Sculpture and 3D:</u> Interactive Installation</p> <p><b>Key Vocabulary</b></p> <p>Display, Installation art, Mixed media, Features, Evaluate, Analyse, Location, Scale, Scaled down, Special effects, Three dimensional, Art medium, Performance art, Stencil, Atmosphere, Props, Influence, Experience, Culture, Revolution, Concept, Elements, Interact, Interactive</p>	<p align="center"><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Structures:</u> Playgrounds</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Adapt</li> <li>• Apparatus</li> <li>• Bench hook</li> <li>• Cladding</li> <li>• Coping saw</li> <li>• Design</li> <li>• Dowel</li> <li>• Evaluation</li> <li>• Feedback</li> <li>• Idea</li> <li>• Jelutong</li> <li>• Landscape</li> <li>• Mark out</li> <li>• Measure</li> <li>• Modify</li> <li>• Natural materials</li> <li>• Plan view</li> <li>• Playground</li> <li>• Prototype</li> <li>• Reinforce</li> <li>• Sketch</li> <li>• Strong</li> <li>• Structure</li> <li>• Tenon saw</li> <li>• Texture</li> <li>• User</li> <li>• Vice</li> </ul>	<p align="center"><b>ART &amp; DESIGN</b></p> <p><u>Craft and Design:</u> Photo Opportunity</p> <p><b>Key Vocabulary</b></p> <p>Photomontage, Image, Dada, Composition, Arrangement, Layout, Cityscape, Macro, Photography, Monochrome, Monochromatic, Album, Digital, Saturation, Emulate, Editing, Software, replacement, Focus, Frame, Recreate, Pose, Prop, Portrait, Photorealism, Photorealistic, Grid, Proportion</p>	<p align="center"><b>DESIGN &amp; TECHNOLOGY</b></p> <p><u>Digital World:</u> Navigating the World</p> <p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>• 3D CAD</li> <li>• Application (apps)</li> <li>• Biodegradable</li> <li>• Boolean</li> <li>• Cardinal compass</li> <li>• Client</li> <li>• Compass</li> <li>• Concept</li> <li>• Convince</li> <li>• Corrode</li> <li>• Duplicate</li> <li>• Environmentally friendly</li> <li>• Equipment</li> <li>• Feature</li> <li>• Finite</li> <li>• Function</li> <li>• Functional</li> <li>• GPS tracker</li> <li>• If statement</li> <li>• Infinite</li> <li>• Investment</li> <li>• Lightweight</li> <li>• Loop</li> <li>• Manufacture</li> <li>• Materials (wood, metal, plastic etc.)</li> </ul>	<p align="center"><b>ART &amp; DESIGN</b></p> <p><u>Sculpture and 3D:</u> Making Memories</p> <p><b>Key Vocabulary</b></p> <p>Expression, Self, Identity, Attribute, Symbolic, Literal, Assemblage, sculpture, Manipulate, Relief, Composition, Juxtaposition, Embedded, Tradition, Pitfall, Representation, Originality, Collection</p>

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		<ul style="list-style-type: none"> <li>• Weak</li> </ul>		<ul style="list-style-type: none"> <li>• Mouldable</li> <li>• Navigation</li> <li>• Non-recyclable</li> <li>• Product lifecycle</li> <li>• Product lifespan                             <ul style="list-style-type: none"> <li>• Program</li> <li>• Recyclable</li> <li>• Smart</li> </ul> </li> <li>• Sustainable</li> <li>• Sustainable design</li> <li>• Unsustainable design                             <ul style="list-style-type: none"> <li>• Variable</li> </ul> </li> <li>• Workplane</li> </ul>	
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