

**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
<b>DESIGN &amp; TECHNOLOGY</b>  <u>Structures:</u> Junk Modelling  <b>Key Vocabulary</b> <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>	<b>ART &amp; DESIGN</b>  <u>Drawing:</u> Marvellous Marks  <b>Key Vocabulary</b> <p>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>	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Structures:</u> Boats  <b>Key Vocabulary</b> <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>	<b>ART &amp; DESIGN</b>  <u>Painting and mixed media:</u> Paint my world  <b>Key Vocabulary</b> <p>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>	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Textiles:</u> Bookmarks  <b>Key Vocabulary</b> <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>	<b>ART &amp; DESIGN</b>  <u>Sculpture and 3D:</u> Creation Station  <b>Key Vocabulary</b> <p>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>

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Ruby Class (Year 1 & 2) - Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>DESIGN &amp; TECHNOLOGY</b>  <u>Structures:</u> Constructing a windmill  <b>Key Vocabulary</b> <ul style="list-style-type: none"> <li>• Client</li> <li>• Design</li> <li>• Evaluation</li> <li>• Net</li> <li>• Stable</li> <li>• Strong</li> <li>• Test</li> <li>• Weak</li> <li>• Windmill</li> </ul>	<b>ART &amp; DESIGN</b>  <u>Drawing:</u> Make your mark  <b>Key Vocabulary</b> 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	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Textiles:</u> Puppets  <b>Key Vocabulary</b> <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>	<b>ART &amp; DESIGN</b>  <u>Sculpture and 3D:</u> Paper play  <b>Key Vocabulary</b> Sculpture, Artist, Three dimensional (3D), Cylinder, Curve, Loop, Tube, Concertina, Overlap, Spiral, Zig-zag, Carving, Mosaic, Imagine	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Cooking &amp; nutrition:</u> Smoothies  <b>Key Vocabulary</b> <ul style="list-style-type: none"> <li>• Compare</li> <li>• Evaluate</li> <li>• Fruit</li> <li>• Juice</li> <li>• Plant</li> <li>• Seed</li> <li>• Stem</li> <li>• Tree</li> <li>• Cut</li> <li>• Flavour</li> <li>• Healthy</li> <li>• Juicer</li> <li>• Recipe</li> <li>• Select</li> <li>• Table knife</li> <li>• Vegetable</li> <li>• Design</li> <li>• Fork</li> <li>• Ingredients</li> <li>• Leaf</li> <li>• Root</li> <li>• Smoothie</li> <li>• Taste</li> <li>• Vine</li> </ul>	<b>ART &amp; DESIGN</b>  <u>Sculpture and 3D:</u> Clay houses  <b>Key Vocabulary</b> 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

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

Art & Design and Design & Technology Progression of Vocabulary for each unit of work  
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Sapphire Class (Year 3 & 4) - Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>ART &amp; DESIGN</b>  <u>Painting and mixed media:</u> Light and dark  <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	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Structures:</u> Constructing a castle  <b>Key Vocabulary</b> <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</li> <li>• Tab</li> <li>• Weak</li> </ul>	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Digital world:</u> Wearable technology  <b>Key Vocabulary</b> <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</li> <li>• Form</li> <li>• Function</li> <li>• Initiate</li> <li>• Layers</li> <li>• Loops</li> <li>• Micro: bit</li> <li>• Monitor</li> <li>• Net</li> <li>• Point of sale</li> <li>• Product</li> </ul>	<b>ART &amp; DESIGN</b>  <u>Drawing:</u> Growing Artists  <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	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Structure:</u> Pavilions  <b>Key Vocabulary</b> <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</li> <li>• Texture</li> <li>• Theme</li> </ul>	<b>ART &amp; DESIGN</b>  <u>Drawing:</u> Power Prints  <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

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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
<b>ART &amp; DESIGN</b>  <u>Sculpture and 3D:</u> Abstract shape & space  <b>Key Vocabulary</b> Sculpture, Structure, Three-dimensional, Found objects, Sculptor, Abstract, Negative space, Positive space	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Mechanical Systems:</u> Making a slingshot car  <b>Key Vocabulary</b> <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>	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Electrical Systems:</u> Torches  <b>Key Vocabulary</b> <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> </ul> </li> <li>• Torch</li> <li>• Wire</li> </ul> </li> </ul>	<b>ART &amp; DESIGN</b>  <u>Craft &amp; Design:</u> Ancient Egypt Scrolls  <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	<b>ART &amp; DESIGN</b>  <u>Craft &amp; Design:</u> Fabric of nature  <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	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Cooking &amp; Nutrition:</u> Eating seasonally  <b>Key Vocabulary</b> <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>

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Emerald Class (Year 5 & 6) - Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>ART &amp; DESIGN</b>  <u>Drawing:</u> I need space  <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	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Electrical Systems:</u> Doodlers  <b>Key Vocabulary</b> • Circuit component • Configuration • Current • Develop • DIY • Investigate • Motor • Motorised • Problem solve • Product analysis • Series circuit • Stable • Target user	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Mechanical Systems:</u> Making a Pop-up Book  <b>Key Vocabulary</b> • Aesthetic • Computer-aided design (CAD) • Caption • Design • Design brief • Design criteria • Exploded-diagram • Function • Input • Linkage • Mechanism • Motion • Output • Pivot • Prototype • Slider • Structure • Template	<b>ART &amp; DESIGN</b>  <u>Painting and Mixed Media:</u> Portraits  <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	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Cooking and Nutrition:</u> Developing a Recipe  <b>Key Vocabulary</b> • Abattoir • Beef • Farm • Ingredients • Process • Adaptation • Enhance • Ingredients • Preference • Evaluate • Justify • Nutrient • Nutritional value • Cook • Cross-contamination • Cut • Equipment • Grate • Hygiene • Measure • Press • Safety • Brand • Theme • Design • Label • Balanced	<b>ART &amp; DESIGN</b>  <u>Drawing:</u> Make My Voice Heard  <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

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Emerald Class (Year 5 & 6) - Cycle B					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>DESIGN &amp; TECHNOLOGY</b>  <u>Textiles:</u> Waistcoats  <b>Key Vocabulary</b> <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>	<b>ART &amp; DESIGN</b>  <u>Sculpture and 3D:</u> Interactive Installation  <b>Key Vocabulary</b> <ul style="list-style-type: none"> <li>• 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</li> </ul>	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Structures:</u> Playgrounds  <b>Key Vocabulary</b> <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>	<b>ART &amp; DESIGN</b>  <u>Craft and Design:</u> Photo Opportunity  <b>Key Vocabulary</b> <ul style="list-style-type: none"> <li>• 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</li> </ul>	<b>DESIGN &amp; TECHNOLOGY</b>  <u>Digital World:</u> Navigating the World  <b>Key Vocabulary</b> <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>	<b>ART &amp; DESIGN</b>  <u>Sculpture and 3D:</u> Making Memories  <b>Key Vocabulary</b> <ul style="list-style-type: none"> <li>• Expression, Self, Identity, Attribute, Symbolic, Literal, Assemblage, sculpture, Manipulate, Relief, Composition, Juxtaposition, Embedded, Tradition, Pitfall, Representation, Originality, Collection</li> </ul>

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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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