

Design & Technology and Art & Design 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>DESIGN & TECHNOLOGY</p> <p><u>Structures:</u> Junk Modelling</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Join • Stick • Cut • Bend • Slot • Scissors • Measure • Materials • Fix 	<p>ART & DESIGN</p> <p><u>Drawing:</u> Marvellous Marks</p> <p>Key Vocabulary 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>DESIGN & TECHNOLOGY</p> <p><u>Structures:</u> Boats</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Waterproof • Absorb • Prediction • Variable • Experiment • Investigation • Float • Sink • Junk 	<p>ART & DESIGN</p> <p><u>Painting and mixed media:</u> Paint my world</p> <p>Key Vocabulary 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>DESIGN & TECHNOLOGY</p> <p><u>Textiles:</u> Bookmarks</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Thread • Weave • Pattern • Sew • Sewing needle • Embroider • Design • Evaluate 	<p>ART & DESIGN</p> <p><u>Sculpture and 3D:</u> Creation Station</p> <p>Key Vocabulary 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>

Design & Technology and Art & Design Progression of Vocabulary for each unit of work
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Ruby Class (Year 1 & 2) - Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p>DESIGN & TECHNOLOGY</p> <p><u>Structures:</u> Constructing a windmill</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Client • Design • Evaluation • Net • Stable • Strong • Test • Weak • Windmill 	<p>ART & DESIGN</p> <p><u>Drawing:</u> Make your mark</p> <p>Key Vocabulary</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>DESIGN & TECHNOLOGY</p> <p><u>Textiles:</u> Puppets</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Decorate • Design • Fabric • Glue • Model • Hand puppet • Safety pin • Staple • Stencil • Template 	<p>ART & DESIGN</p> <p><u>Sculpture and 3D:</u> Paper play</p> <p>Key Vocabulary</p> <p>Sculpture, Artist, Three dimensional (3D), Cylinder, Curve, Loop, Tube, Concertina, Overlap, Spiral, Zig-zag, Carving, Mosaic, Imagine</p>	<p>DESIGN & TECHNOLOGY</p> <p><u>Cooking & nutrition:</u> Fruit and vegetables</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Blender • Carton • Fruit • Healthy • Ingredients • Peel • Peeler • Recipe • Slice • Smoothie • Stencil • Template • Vegetable 	<p>ART & DESIGN</p> <p><u>Sculpture and 3D:</u> Clay houses</p> <p>Key Vocabulary</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>

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Ruby Class (Year 1 & 2) – Cycle B					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p>DESIGN & TECHNOLOGY</p> <p><u>Structures:</u> Baby bear's chair</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Function • Man-made • Mould • Natural • Stable • Stiff • Strong • Structure <ul style="list-style-type: none"> • Test • Weak 	<p>ART & DESIGN</p> <p><u>Craft and design:</u> Map it out</p> <p>Key Vocabulary</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>DESIGN & TECHNOLOGY</p> <p><u>Mechanisms:</u> Fairground wheel</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Axle • Decorate • Evaluation • Ferris wheel • Mechanism <ul style="list-style-type: none"> • Stable • Strong • Test • Waterproof • Weak 	<p>ART & DESIGN</p> <p><u>Painting and mixed media:</u> Colour Splash</p> <p>Key Vocabulary</p> <p>Hue, Shade, Primary colour, Secondary colour, Pattern, Mix, Blend, Print, Shape, Kaleidoscope, Texture, Space, Thick</p>	<p>DESIGN & TECHNOLOGY</p> <p><u>Mechanisms:</u> Making a moving monster</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Evaluation <ul style="list-style-type: none"> • Input • Lever • Linear motion <ul style="list-style-type: none"> • Linkage • Mechanical • Mechanism <ul style="list-style-type: none"> • Motion • Oscillating motion <ul style="list-style-type: none"> • Output • Pivot • Reciprocating motion • Rotary motion <ul style="list-style-type: none"> • Survey 	<p>ART & DESIGN</p> <p><u>Painting and mixed media:</u> Life in colour</p> <p>Key Vocabulary</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>ART & DESIGN</p> <p><u>Painting and mixed media:</u> Light and dark</p> <p>Key Vocabulary 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>DESIGN & TECHNOLOGY</p> <p><u>Structure:</u> Pavilions</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Aesthetic • Cladding • Design criteria • Evaluation • Frame structure • Function • Inspiration • Pavilion • Reinforce • Stable • Structure • Target audience • Target customer <ul style="list-style-type: none"> • Texture • Theme 	<p>DESIGN & TECHNOLOGY</p> <p><u>Digital world:</u> Wearable technology</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Analogue • Analyse • Annotate • Badge • CAD • Control • Design criteria • Develop • Digital • Digital revolution • Digital world • Display • Electronic • Fastening • Feature • Feedback • Form • Function • Initiate • Layers • Loops • Micro: bit • Monitor • Net • Point of sale • Product 	<p>ART & DESIGN</p> <p><u>Drawing:</u> Growing Artists</p> <p>Key Vocabulary 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>DESIGN & TECHNOLOGY</p> <p><u>Structures:</u> Constructing a castle</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • 2D shapes • 3D shapes • Castle • Design criteria • Evaluate • Facade • Feature • Flag • Net • Recyclable • Scoring • Stable • Strong • Structure • Tab • Weak 	<p>ART & DESIGN</p> <p><u>Drawing:</u> Power Prints</p> <p>Key Vocabulary 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"> • Product concept <ul style="list-style-type: none"> • Program • Sense • Simulator <ul style="list-style-type: none"> • Smart • Technology <ul style="list-style-type: none"> • Test • User 			
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Sapphire Class (Year 3 & 4) - Cycle B

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

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Emerald Class (Year 5 & 6) - Cycle A					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p>ART & DESIGN</p> <p><u>Drawing:</u> I need space</p> <p>Key Vocabulary 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>DESIGN & TECHNOLOGY</p> <p><u>Electrical Systems:</u> Doodlers</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Circuit component • Configuration <ul style="list-style-type: none"> • Current • Develop • DIY • Investigate <ul style="list-style-type: none"> • Motor • Motorised • Problem solve • Product analysis <ul style="list-style-type: none"> • Series circuit • Stable • Target user 	<p>DESIGN & TECHNOLOGY</p> <p><u>Mechanical Systems:</u> Making a Pop-up Book</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Aesthetic • Computer-aided design (CAD) <ul style="list-style-type: none"> • Caption • Design • Design brief • Design criteria • Exploded-diagram <ul style="list-style-type: none"> • Function • Input • Linkage • Mechanism • Motion • Output • Pivot • Prototype <ul style="list-style-type: none"> • Slider • Structure • Template 	<p>ART & DESIGN</p> <p><u>Painting and Mixed Media:</u> Portraits</p> <p>Key Vocabulary 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>DESIGN & TECHNOLOGY</p> <p><u>Cooking and Nutrition:</u> Developing a Recipe</p> <p>Key Vocabulary</p> <ul style="list-style-type: none"> • Abattoir • Beef • Farm • Ingredients <ul style="list-style-type: none"> • Process • Adaptation <ul style="list-style-type: none"> • Enhance • Ingredients <ul style="list-style-type: none"> • Preference • Evaluate <ul style="list-style-type: none"> • Justify • Nutrient • Nutritional value <ul style="list-style-type: none"> • Cpok • Cross-contamination <ul style="list-style-type: none"> • Cut • Equipment <ul style="list-style-type: none"> • Grate • Hygiene • Measure <ul style="list-style-type: none"> • Press • Safety • Brand • Theme • Design <ul style="list-style-type: none"> • Label • Balanced 	<p>ART & DESIGN</p> <p><u>Drawing:</u> Make My Voice Heard</p> <p>Key Vocabulary 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 style="text-align: center;">DESIGN & TECHNOLOGY</p> <p style="text-align: center;"><u>Textiles:</u> Waistcoats</p> <p style="text-align: center;">Key Vocabulary</p> <ul style="list-style-type: none"> ● Accurate ● Adapt ● Annotate ● Design ● Design criteria <ul style="list-style-type: none"> ● Detail ● Fabric ● Fastening ● Knot ● Properties ● Running-stitch <ul style="list-style-type: none"> ● Seam ● Sew ● Shape ● Target audience ● Target customer <ul style="list-style-type: none"> ● Template ● Thread ● Unique ● Waistcoat ● Waterproof 	<p style="text-align: center;">ART & DESIGN</p> <p style="text-align: center;"><u>Sculpture and 3D:</u> Interactive Installation</p> <p style="text-align: center;">Key Vocabulary</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 style="text-align: center;">DESIGN & TECHNOLOGY</p> <p style="text-align: center;"><u>Structures:</u> Playgrounds</p> <p style="text-align: center;">Key Vocabulary</p> <ul style="list-style-type: none"> ● Adapt ● Apparatus ● Bench hook ● Cladding ● Coping saw ● Design ● Dowel ● Evaluation ● Feedback ● Idea ● Jelutong ● Landscape ● Mark out ● Measure ● Modify ● Natural materials <ul style="list-style-type: none"> ● Plan view ● Playground ● Prototype ● Reinforce ● Sketch ● Strong ● Structure ● Tenon saw ● Texture <ul style="list-style-type: none"> ● User ● Vice 	<p style="text-align: center;">ART & DESIGN</p> <p style="text-align: center;"><u>Craft and Design:</u> Photo Opportunity</p> <p style="text-align: center;">Key Vocabulary</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 style="text-align: center;">DESIGN & TECHNOLOGY</p> <p style="text-align: center;"><u>Digital World:</u> Navigating the World</p> <p style="text-align: center;">Key Vocabulary</p> <ul style="list-style-type: none"> ● 3D CAD ● Application (apps) ● Biodegradable ● Boolean ● Cardinal compass <ul style="list-style-type: none"> ● Client ● Compass ● Concept ● Convince ● Corrode ● Duplicate ● Environmentally friendly <ul style="list-style-type: none"> ● Equipment ● Feature ● Finite ● Function ● Functional ● GPS tracker ● If statement <ul style="list-style-type: none"> ● Infinite ● Investment ● Lightweight <ul style="list-style-type: none"> ● Loop ● Manufacture ● Materials (wood, metal, plastic etc.) 	<p style="text-align: center;">ART & DESIGN</p> <p style="text-align: center;"><u>Sculpture and 3D:</u> Making Memories</p> <p style="text-align: center;">Key Vocabulary</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"> • Weak 		<ul style="list-style-type: none"> • Mouldable • Navigation • Non-recyclable • Product lifecycle • Product lifespan <ul style="list-style-type: none"> • Program • Recyclable • Smart • Sustainable • Sustainable design • Unsustainable design <ul style="list-style-type: none"> • Variable • Workplane 	
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