

## Design Technology: Key Vocabulary

Rec	Year 1 and Year 2		Year 3 and Year 4		Year 5 and Year 6	
	1 <sup>st</sup> Cycle (Y1)	2 <sup>nd</sup> Cycle (Y2)	1 <sup>st</sup> Cycle (Y3)	2 <sup>nd</sup> Cycle (Y4)	1 <sup>st</sup> Cycle (Y5)	2 <sup>nd</sup> Cycle (Y6)
Tools	As Rec plus:	As prior cycle plus:	As Y1+Y2 plus:	As prior cycle plus:	As Y3+Y4 plus:	As prior cycle plus:
Create	Design	Criteria	Durable	Appliance	Target	Cross-section
Build	Designer	Technology	Properties	Manipulated	Audience	Exploded Diagram
Glue	Material	Feature	Invention	Diagonal Struts	Culture	Prototype
Stick	Strong	Purpose	Method		Precision	Iterative Process
Scissors	Safety	Test	Evaluate		Pattern	Program
Model	Change	Hygiene	Alterations		Piece	Logical
Twist	Peeling	Diagram	Shell		Cams	Rules
Pinch	Chopping	Structure	Frame Structure		Computer-aided design	Boundaries
Roll	Slicing	Base	Rigid			CAM
Squeeze	Mixing	Strengthen	Testing			
Sellotape	Stitch	Attach	Pulley			
Clay	Product	Hacksaw	Slides			
Design		Pistol Grip	Levers			
Connect		Waterproof	Linkages			
Hole Punch		Flexibility	Gears			
Paper Clip		Texture	Skinning			
Construct		Deseeding				
Puppet		Dicing				
Joining		Grating				
Sculpture		Horizontal				
Materials		Vertical				
Cut/Connect		Axle				
Balance		Spindle				
Improve						
Clay						

These are specific vocabulary to be used within sessions. There may be times when key vocabulary may be used to extend learning, however; the expectation is that children will know and use the majority of their phase specific vocabulary when it is due to be taught by the end of the two year cycle within each phase. This can work alongside the language progression suggestions to deliver maximum impact of vocabulary.