

This document outlines the key vocabulary that is covered across our Design and technology scheme of work.

Strand: Unit title • Word

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# EYFS Reception

Food:		Structures:	Textiles:
Soup		Junk modelling	Bookmarks
<ul> <li>Fruit</li> <li>Vegetables</li> <li>Safety</li> <li>Knife</li> <li>Blade</li> <li>Tool</li> <li>Edge</li> <li>Handle</li> <li>Chop</li> <li>Slice</li> <li>Cut</li> <li>Saucepan</li> </ul>	<ul> <li>Blender</li> <li>Chopping board</li> <li>Hob</li> <li>Boil</li> <li>Blend</li> <li>Mix</li> <li>Packaging</li> <li>Recyclable</li> <li>Metal</li> <li>Plastic</li> <li>Reusable</li> </ul>	<ul> <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>	<ul> <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>

# Design and technology vocabulary

# EYFS Reception

### Structures:

#### Boats

- Waterproof
- Absorb
- Prediction
- Variable
- Experiment
- Investigation
- Float
- Sink
- Junk



# KS1

	Year	
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Mechanisms:	Structures:	Textiles:
Making a moving story book	Constructing a windmill	Puppets
<ul> <li>Assemble</li> <li>Design</li> <li>Evaluation</li> <li>Mechanism</li> <li>Model</li> <li>Sliders</li> <li>Stencil</li> <li>Target audience</li> <li>Template</li> <li>Test</li> </ul>	<ul> <li>Base</li> <li>Centre</li> <li>Design</li> <li>Equal</li> <li>Evaluate</li> <li>Middle</li> <li>Rotate</li> <li>Rotor</li> <li>Rotor Blades</li> <li>Sails</li> <li>Same</li> <li>Stable</li> <li>Strong</li> <li>Structure</li> <li>Test</li> <li>Weak</li> <li>Wind</li> <li>Windmill</li> </ul>	<ul> <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>



KS1 Y

Mechanisms: Wheels and axles	*New* Mechanisms: Wheels and axles	Cooking and nutrition: Smoothies
<ul> <li>Axle</li> <li>Axle holder</li> <li>Chassis</li> <li>Design</li> <li>Evaluation</li> <li>Fix</li> <li>Mechanic</li> <li>Mechanism</li> <li>Model</li> <li>Test</li> <li>Wheel</li> </ul>	<ul> <li>Axle</li> <li>Axle holder</li> <li>Better</li> <li>Careful</li> <li>Choose</li> <li>Compare</li> <li>Design</li> <li>Dislike</li> <li>Like</li> <li>Mechanism</li> <li>Movement</li> <li>Product</li> <li>Straight line</li> <li>Tool</li> <li>Turn</li> <li>User</li> <li>Wheel</li> <li>Worse</li> </ul>	<ul> <li>Blender</li> <li>Fruit</li> <li>Healthy</li> <li>Ingredients</li> <li>Recipe</li> <li>Smoothie</li> <li>Taste</li> <li>Vegetable</li> <li>Seed</li> <li>Blend</li> <li>Root</li> <li>Evaluate</li> <li>Leaf</li> <li>Stem</li> <li>Flavour</li> <li>Design</li> <li>Cut</li> <li>Juice</li> <li>Table knife</li> <li>Juicer</li> <li>Plant</li> <li>Bush</li> <li>Tree</li> <li>Vine</li> <li>Tree</li> <li>Vine</li> <li>Cut</li> <li>Juicer</li> <li>Plant</li> <li>Bush</li> </ul>



# KS1 Year 2

Spreads

Cooking and nutrition:	Mechanisms:	Structures:
Balanced diet	Making a moving monster	Baby bear's chair
<ul> <li>Appearance</li> <li>Balanced</li> <li>Carbohydrates</li> <li>Combination</li> <li>Dairy</li> <li>Design</li> <li>Design brief</li> <li>Diet</li> <li>Feel</li> <li>Grate</li> <li>Grater</li> <li>Menu</li> <li>Oils</li> <li>Prepare</li> <li>Proteins</li> <li>Review</li> <li>Scissors</li> <li>Smell</li> <li>Snip</li> <li>Spread</li> </ul>	<ul> <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>	<ul> <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>



# KS1 Y

Textiles: Pouches	Mechanisms: Fairground wheel	Notes:
<ul> <li>Accurate</li> <li>Fabric</li> <li>Knot</li> <li>Pouch</li> <li>Running-stitch</li> <li>Sew</li> <li>Shape</li> <li>Stencil</li> <li>Template</li> <li>Thimble</li> </ul>	<ul> <li>Design brief</li> <li>Design criteria</li> <li>Evaluate</li> <li>Frame</li> <li>Model</li> <li>Opinion</li> <li>Rotate</li> <li>Survey</li> </ul>	

Year 3

KS2

Cook Eatir

king and nutrition:	Structures:	Textiles:
ng seasonally	Constructing a castle	Cushions / Egyptian collars
Arid Climate Complementary Country Export Import Mediterranean Mock-up Mountain Peel Polar Seasonal Seasonal Seasons Snip Temperate Texture Tropical Weather	<ul> <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>	<ul> <li>Accurate</li> <li>Applique</li> <li>Cross-stitch</li> <li>Cushion</li> <li>Decorate</li> <li>Detail</li> <li>Fabric</li> <li>Patch</li> <li>Running-stitch</li> <li>Seam</li> <li>Stencil</li> <li>Stuffing</li> <li>Target audience</li> <li>Target customer</li> <li>Template</li> </ul>

### Electrical systems: Electric poster

- Battery
- Bulb
- Circuit
- Circuit component
- Crocodile wires
- Electrical product
- Electrical system
- Final design
- Information design
- Initial ideas
- Peer assessment
- Research
- Self assessment
- Sketch

### Mechanical systems: Pneumatic toys

- Exploded-diagram
- Function
- Input
- Lever
- Linkage
- Mechanism
- Motion
- Net
- Output
- Pivot
- Pneumatic system
- Thumbnail sketch

### \*New\* Mechanical systems: Pneumatic toys

- Diagram
- Evaluate
- Feedback
- Housing
- Linkage
- Mechanism
- Mechanical system
- Pivot
- Pneumatic system
- Thumbnail sketch



### Digital world: Wearable technology

- Analogue ullet
- 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 •
- Product concept •
- Program •
- Sense •
- Simulator •
- Smart •
- Technology •
- Test
- User •





KS2 Ye

Structures: Pavilions	Cooking and nutrit Adapting a recipe	ion:	Textiles: Fastenings	Electrical systems: Torches
<ul> <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>	<ul> <li>Adapt</li> <li>Addition</li> <li>Budget</li> <li>Buttery</li> <li>Combine</li> <li>Comment</li> <li>Construct</li> <li>Cream</li> <li>Crunchy</li> <li>Cuboid</li> <li>Fold</li> <li>Hygiene</li> <li>Layout</li> <li>Market research</li> <li>Modify</li> <li>Multiplication</li> <li>Opinion</li> <li>Pounds</li> </ul>	<ul> <li>Sieve</li> <li>Sift</li> <li>Target audience</li> <li>Texture</li> <li>Unique</li> <li>Wooden spoon</li> </ul>	<ul> <li>Aesthetic</li> <li>Assemble</li> <li>Book sleeve</li> <li>Design criteria</li> <li>Evaluation</li> <li>Fabric</li> <li>Fastening</li> <li>Mock-up</li> <li>Net</li> <li>Running-stitch</li> <li>Stencil</li> <li>Target audience</li> <li>Target customer</li> <li>Template</li> </ul>	<ul> <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</li> <li>Function</li> <li>Insulator</li> <li>Series circuit</li> <li>Switch</li> <li>Test</li> <li>Torch</li> <li>Wire</li> </ul>
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KS2

Mechanical systems option 1	Mechanical systems option 2:	Digital world:
Mechanical cars	Making a slingshot car	Mindful moments timer
<ul> <li>Bearing</li> <li>Chassis</li> <li>Force</li> <li>Machine</li> <li>Mechanism</li> <li>Prototype</li> <li>Target audience</li> </ul>	<ul> <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</li> <li>Net</li> <li>Structure</li> </ul>	<ul> <li>Advantage</li> <li>Annotate</li> <li>Feedback</li> <li>Annotate</li> <li>Form</li> <li>Assemble</li> <li>Function</li> <li>Aesthetic</li> <li>Join</li> <li>Block</li> <li>Logo</li> <li>Brand identity</li> <li>Loop</li> <li>Brand</li> <li>Mindfulness</li> <li>Bug</li> <li>Model</li> <li>CAD</li> <li>Net</li> <li>Clipart</li> <li>Product</li> <li>Coding</li> <li>Program</li> <li>Criteria</li> <li>Prototype</li> <li>Debug</li> <li>Research</li> <li>Design</li> <li>Script</li> <li>Develop</li> <li>Sketchpad</li> <li>Disadvantage</li> <li>Test</li> <li>Display</li> <li>Timer</li> <li>Ergonomic</li> <li>User</li> <li>Variable</li> <li>Exhibition</li> </ul>



Theme

Cooking and nutrition:	Mechanical systems option 1:	Mechanical systems option 2:
Developing a recipe	Gears and pulleys	Making a pop-up book
<ul> <li>Abattoir</li> <li>Adaptation</li> <li>Balanced</li> <li>Beef</li> <li>Brand</li> <li>Cook</li> <li>Cross-contamination</li> <li>Develop</li> <li>Enhance</li> <li>Equipment</li> <li>Farm</li> <li>Label</li> <li>Measure</li> <li>Nutrition</li> <li>Nutritional value</li> <li>Preference</li> <li>Process</li> <li>Safety</li> </ul>	<ul> <li>Annotate</li> <li>Gear</li> <li>Gear system</li> <li>Input</li> <li>Market research</li> <li>Output</li> <li>Problem statement</li> <li>Pulley</li> <li>Pulley system</li> <li>Research</li> <li>Sustainability</li> <li>Teeth</li> </ul>	<ul> <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</li> <li>Function</li> <li>Input</li> <li>Linkage</li> <li>Mechanism</li> <li>Motion</li> <li>Output</li> <li>Pivot</li> <li>Prototype</li> <li>Slider</li> <li>Structure</li> <li>Template</li> </ul>



Textiles:	Electrical systems:
Stuffed toys	Doodlers
<ul> <li>Accurate</li> <li>Annotate</li> <li>Appendage</li> <li>Blanket-stitch</li> <li>Design criteria</li> <li>Detail</li> <li>Evaluation</li> <li>Fabric</li> <li>Sew</li> <li>Shape</li> <li>Stuffed toy</li> <li>Stuffing</li> <li>Template</li> </ul>	<ul> <li>Circuit component</li> <li>Configuration</li> <li>Current</li> <li>Develop</li> <li>DIY</li> <li>Investigate</li> <li>Motor</li> <li>Motorised</li> <li>Problem solve</li> <li>Product analysis</li> <li>Series circuit</li> <li>Stable</li> <li>Target user</li> </ul>



#### Structures: Bridges

- Abutment
- Accurate
- Arched bridge
- Beam bridge
- Coping saw
- Evaluation
- File
- Mark out
- Material properties
- Measure
- Predict
- Reinforce
- Research
- Sandpaper
- Set square
- Suspension bridge
- Tenon saw
- Test
- Truss bridge
- Wood

### Digital world: Monitoring devices

- Alert
- Ambient
- Boolean
- Consumables
- Decompose
- Development
- Device
- Duplicate
- Durable
- Electronic
- Inventor
- Lightweight
- Man-made
- Manipulate
- Manoeuvre
- Microplastics
- Model
- Monitor
- Monitoring device
- Moulded

- Plastic
- Plastic pollution
- Programming comment
- Programming loop
- Reformed
- Replica
- Research
- Sensor
- Strong
- Sustainability
- Synthetic
- Thermometer
- Thermoscope
- Value
- Variable
- Versatile
- Water-resistant
- Workplane



### Cooking and nutrition: Come dine with me

- Balance
- Bitter
- Bridge method
- Complement
- Cookbook
- Farm to fork
- Method
- Nationality
- Reared
- Research
- Pairing
- Preparation
- Salty
- Sour
- Storyboard
- Sweet
- Umami

### Mechanical systems: Automata toys

- Accurate
- Automata
- Axle
- Bench hook
- Cam
- Cam profile
- Component
- Cross-sectional diagram
- Diagram
- Dowel
- Evaluate
- Exploded-diagram
- Follower
- Form
- Frame
- Function
- Housing
- Mechanism
- Storefront
- Visual



KS2

### Year 6

#### Textiles: Waistcoats

• Accurate

• Waterproof

- Adapt
- Annotate
- Design
- Design criteria
- Detail
- Fabric
- Fastening
- Knot
- Properties
- Running-stitch
- Seam
- Sew
- Shape
- Target audience
- Target customer
- Template
- Thread
- Unique
- Waistcoat

### Electrical systems: Steady hand game

- Assemble
- Battery
- Battery pack
- Benefit
- Bulb
- Bulb holder
- Buzzer
- Circuit
- Circuit symbol
- Component
- Conductor
- Copper
- Design
- Design criteria
- Evaluation
- Fine motor skills
- Fit for purpose
- Form
- Function
- Gross motor skills

- Insulator
- LED
- User



### Structures: Playgrounds

- Adapt
- Apparatus
- Bench hook
- Cladding
- Coping saw
- Design
- Dowel
- Evaluation
- Feedback
- Idea
- Jelutong
- Landscape
- Mark out
- Measure
- Modify
- Natural materials
- Plan view
- Playground
- Prototype
- Reinforce

- Sketch
- Strong
- Structure
- Tenon saw
- Texture
- User
- Vice
- Weak

- Digital world: Navigating the world
- 3D CAD
- Application (apps)
- Biodegradable
- Boolean
- Cardinal compass
- Client
- Compass
- Concept
- Convince
- Corrode
- Duplicate
- Environmentally friendly
- Equipment
- Feature
- Finite
- Function
- Functional
- GPS tracker
- If statement
- Infinite

- Investment
- Lightweight
- Loop
- Manufacture
- Materials (wood, metal, plastic etc.)
- Mouldable
- Navigation
- Non-recyclable
- Product lifecycle
- Product lifespan
- Program
- Recyclable
- Smart
- Sustainable
- Sustainable design
- Unsustainable design
- Variable
- Workplane