

Kingsfield First School



Design and Technology Vocabulary Nursery – Y 4



Nursery

move, select, materials, stick, paint, paper, scissors, cut, snip, hold, brush, pencil, construction, make, build, choose, plan, explore

Reception

pencil, scissors, paintbrush, safe, draw, cut, snip, paint, knife, fork, spoon, cutlery, pencil, draw, colour, paint, paintbrush, make, control, ideas

KS1 – Cycle 1

Structures

cut, fold, join, fix, structure, wall, tower, framework, weak, strong, surface, corner, straight, curved, design, make, evaluate, user, purpose, ideas, design criteria, product, function

Cooking and Nutrition

knife, chopping board, safety, bridge hold, fruit names, healthy diet, ingredients, design criteria, product, make, evaluate

Sliders and Levers

slider, lever, pivot, slot, bridge/guide, card, split pin, join, pull, push, up, down, design, make, evaluate, user, purpose, ideas, design criteria, product, function

KS1 – Cycle 2

Textiles

needle, pin, fabric, template, pattern pieces, mark out, join, decorate, finish, features, suitable, quality, mock-up, design, make, evaluate, purpose, user, criteria, function

Mechanisms

vehicle, wheel, axle, axle holder, assembling, cutting, fixed, free moving, design brief, design criteria, make, evaluate, user, purpose, function

Cooking and Nutrition

knife, chopping board, safety, bridge hold, fruit names, healthy diet, ingredients, design criteria, product, make, evaluate

KS2 - Cycle 1

Cooking and Nutrition

texture, taste, appearance, smell, preference, cook, fresh, hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested, healthy/varied diet, planning, design criteria, purpose, preference, selecting, user, annotated sketch, evaluations

Textiles

fabric, fastening, zip, button, compartment, stitch, label, drawing, function, templates, pattern pieces, user, purpose, design, model, evaluate, prototype, annotated sketch, functional, innovative

Electrical Systems

series circuit, fault, connection, toggle, switch, push-to-make, switch, push-to-break, switch, battery, battery holder, bulb, bulb holder, wire, insulator, conductor, crocodile clip, control, program, system, input device, output device, user, purpose, function, prototype, design criteria, innovative, appealing, design brief

KS2 - Cycle 2

Cooking and Nutrition

knife, grater, cutting, spreading, grating, texture, taste, appearance, smell, cook, fresh, savoury, hygienic, edible, grown, reared, caught, processed, seasonal, harvested, healthy/varied diet, planning, design criteria, purpose, preference, selecting, user, annotated sketch, evaluations

Structures

shell structure, three-dimensional, (3-D) shape, marking out, scoring, shaping, tabs, adhesives, joining, assemble, accuracy, material, stiff, strong, prototype, planning, design criteria, purpose, evaluating, computer aided design

Electrical Systems

mechanism, lever, linkage, pivot, slot, pop up, user, purpose, function, prototype, design criteria, innovative, appealing, design brief