Design and technology

Key vocabulary

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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Design and technology vocabulary

EYFS Reception

Food: Soup

- Fruit
- Vegetables
- Safety
- Knife
- Blade
- Tool
- Edge
- Handle
- Chop
- Slice
- Cut
- Saucepan
- Blender
- Chopping board
- Hob
- Boil
- Blend
- Mix
- Packaging
- Recyclable
- Metal
- Plastic
- Reusable

Structures: Junk modelling

- Join
- Stick
- Cut
- Bend
- Slot
- Scissors
- Measure
- Materials
- Fix

Textiles: Bookmarks

- Thread
- Weave
- Pattern
- Sew
- Sewing needle
- Embroider
- Design
- Evaluate

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Design and technology vocabulary

EYFS | Reception

Structures: Boats

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

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Design and technology vocabulary

KS1 Year 1

Mechanisms: Making a moving story book

- Assemble
- Design
- Evaluation
- Mechanism
- Model
- Sliders
- Stencil
- Target audience
- Template
- Test

Structures: Constructing a windmill

- Axle
- Base
- Centre
- Design
- Evaluation
- Equal
- Evaluate
- Middle
- Rotate
- Rotor
- Rotor Blades
- Sails
- Same
- Stable
- Strong
- Structure
- Test
- Weak
- Wind
- Windmill

Textiles: Puppets

- Decorate
- Design
- Fabric
- Glue
- Model
- Hand puppet
- Safety pin
- Staple
- Stencil
- Template

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Design and technology vocabulary

KS1 Year 1

Mechanisms: Wheels and axles

- Axle
- Axle holder
- Chassis
- Design
- Evaluation
- Fix
- Mechanic
- Mechanism
- Model
- Test
- Wheel

Cooking and nutrition: Smoothies

- Blender
- Fruit
- Healthy
- Ingredients
- Recipe
- Smoothie
- Vegetable
- Seed
- Root
- Leaf
- Stem
- Flavour
- Design
- Cut
- Juice
- Table knife
- Juicer
- Plant
- Bush
- Tree
- Vine
- Chopping board
- Fork
- Taste
- Select
- Blend
- Evaluate
- Compare

Notes:

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Design and technology vocabulary

KS1 Year 2

Cooking and nutrition: Balanced diet

- Appearance
- Balanced
- Carbohydrates
- Combination
- Dairy
- Design
- Design brief
- Diet
- Feel
- Grate
- Grater
- Menu
- Oils
- Prepare
- Proteins
- Review
- Scissors
- Smell
- Snip
- Spread
- Spreads

Mechanisms: Making a moving monster

- Evaluation
- Input
- Lever
- Linear motion
- Linkage
- Mechanical
- Mechanism
- Motion
- Oscillating motion
- Output
- Pivot
- Reciprocating motion
- Rotary motion
- Survey

Structures: Baby bear's chair

- Function
- Man-made
- Mould
- Natural
- Stable
- Stiff
- Strong
- Structure
- Test
- Weak

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Design and technology vocabulary

KS1 Year 2

Textiles: Pouches

- Accurate
- Fabric
- Knot
- Pouch
- Running-stitch
- Sew
- Shape
- Stencil
- Template
- Thimble

Mechanisms: Fairground wheel

- Design brief
- Design criteria
- Evaluate
- Frame
- Model
- Opinion
- Rotate
- Survey

Notes:

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Design and technology vocabulary

KS2 Year 3

Cooking and nutrition: Eating seasonally

- Arid
- Climate
- Complementary
- Country
- Export
- Import
- Mediterranean
- Mock-up
- Mountain
- Peel
- Polar
- Seasonal
- Seasons
- Snip
- Temperate
- Texture
- Tropical
- Weather

Structures: Constructing a castle

- 2D shapes
- 3D shapes
- Castle
- Design criteria
- Evaluate
- Facade
- Feature
- Flag
- Net
- Recyclable
- Scoring
- Stable
- Strong
- Structure
- Tab
- Weak

Textiles: Cushions / Egyptian collars

- Accurate
- Applique
- Cross-stitch
- Cushion
- Decorate
- Detail
- Fabric
- Patch
- Running-stitch
- Seam
- Stencil
- Stuffing
- Target audience
- Target customer
- Template

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Design and technology vocabulary

KS2 Year 3

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

Digital world: Wearable technology

- 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
- Product concept
- Program
- Sense
- Simulator
- Smart
- Technology
- Test
- User

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Design and technology vocabulary

KS2 Year 4

Structures: Pavilions

- Aesthetic
- Cladding
- Design criteria
- Evaluation
- Frame structure
- Function
- Inspiration
- Pavilion
- Reinforce
- Stable
- Structure
- Target audience
- Target customer
- Texture
- Theme

Cooking and nutrition: Adapting a recipe

- Adapt
- Addition
- Budget
- Buttery
- Combine
- Comment
- Construct
- Cream
- Crunchy
- Cuboid
- Fold
- Hygiene
- Layout
- Market research
- Modify
- Multiplication
- Opinion
- Pounds
- Sieve
- Sift
- Target audience
- Texture
- Unique
- Wooden spoon

Textiles: Fastenings

- Aesthetic
- Assemble
- Book sleeve
- Design criteria
- Evaluation
- Fabric
- Fastening
- Mock-up
- Net
- Running-stitch
- Stencil
- Target audience
- Target customer
- Template

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Design and technology vocabulary

KS2 Year 4

Electrical systems: Torches

- Battery
- Bulb
- Buzzer
- Cell
- Component
- Conductor
- Copper
- Design criteria
- Electrical item
- Electricity
- Electronic item
- Function
- Insulator
- Series circuit
- Switch
- Test
- Torch
- Wire

Mechanical systems: Making a slingshot car

- Aesthetic
- Air resistance
- Chassis
- Design
- Design criteria
- Function
- Graphics
- Kinetic energy
- Mechanism
- Net
- Structure

Digital world: Mindful moments timer

- Advantage
- Annotate
- Assemble
- Aesthetic
- Block
- Brand identity
- Brand
- Bug
- CAD
- Clipart
- Coding
- Criteria
- Debug
- Design
- Develop
- Disadvantage
- Display
- Ergonomic
- Evaluate
- Exhibition
- Feedback
- Form
- Function
- Join
- Logo
- Loop
- Mindfulness
- Model
- Net
- Product
- Program
- Prototype
- Research
- Script
- Sketchpad
- Test
- Timer
- User
- Variable

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Design and technology vocabulary

KS2 Year 5

Cooking and nutrition: Developing a recipe

- Abattoir
- Adaptation
- Balanced
- Beef
- Brand
- Cook
- Cross-contamination
- Develop
- Enhance
- Equipment
- Farm
- Label
- Measure
- Nutrient
- Nutrition
- Nutritional value
- Preference
- Press
- Process
- Safety
- Theme

Mechanical systems option 1: Gears and pulleys

- Annotate
- Gear
- Gear system
- Input
- Market research
- Output
- Problem statement
- Pulley
- Pulley system
- Research
- Sustainability
- Teeth

Mechanical systems option 2: Making a pop-up book

- Aesthetic
- Computer-aided design (CAD)
- Caption
- Design
- Design brief
- Design criteria
- Exploded-diagram
- Function
- Input
- Linkage
- Mechanism
- Motion
- Output
- Pivot
- Prototype
- Slider
- Structure
- Template

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Design and technology vocabulary

KS2 Year 5

Textiles: Stuffed toys

- Accurate
- Annotate
- Appendage
- Blanket-stitch
- Design criteria
- Detail
- Evaluation
- Fabric
- Sew
- Shape
- Stuffed toy
- Stuffing
- Template

Electrical systems: Doodlers

- Circuit component
- Configuration
- Current
- Develop
- DIY
- Investigate
- Motor
- Motorised
- Problem solve
- Product analysis
- Series circuit
- Stable
- Target user

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Design and technology vocabulary

KS2 Year 5

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

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Design and technology vocabulary

KS2 Year 6

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

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Design and technology vocabulary

KS2 Year 6

Textiles: Waistcoats

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

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

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Design and technology vocabulary

KS2 Year 6

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

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