Kingsfield First School



Design and Technology Vocabulary

Nursery – Y 4



**Nursery Substantive and Disciplinary**

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| equipment, move, select, materials, stick, paint, paper, scissors, cut, snip, hold, brush, pencil, create shapeconstruction, think of own ideas, make, build, choose, plan, explore, team work |

**Reception Substantive and Disciplinary**

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| pencil, scissors, paintbrush, safe, draw, cut, snip, paint, knife, fork, spoon, cutlery, pencil, draw, colour, paint, paintbrush, control, sittingmake, control, ideas, feelings, team work, share, practice |

**KS1 – Cycle A Substantive and Disciplinary**

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| **Structures**cut, fold, join, fix, structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved design, make, evaluate, user, purpose, ideas, design criteria, product, function**Cooking and Nutrition**knife, chopping board, safety, bridge hold, claw grip, fruit and vegetable names, sensory, vocabulary e.g. soft, juicy, crunchy, sweet, healthy diet, eat well plate, ingredientstasting, preferences, design criteria, evaluate **Sliders and Levers** slider, lever, pivot, slot, bridge/guidecard, split pin, join, pull, push, up, down, straight, curvedesign, make, evaluate, user, purpose, ideas, design criteria, product, function |

**KS1 – Cycle B Substantive and Disciplinary**

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| **Mechanisms**vehicle, wheel, axle, axle holder, chassis, body, cab, assembling, cutting, joining, shaping, finishing, fixed, freemoving, mechanism, names of tools, equipment and materialsdesign, make, evaluate, purpose, user, criteria, function**Textiles**names of existing products, joining and finishing techniques, needle, pin, fabric, template, pattern pieces, mark out, join, decorate, finish, features, suitable, quality, mock-updesign brief, design criteria, make, evaluate, user, purpose, function**Cooking and Nutrition**names of vegetables, knife, chopping board, grater, peeler, scissors, vocabulary e.g. soft, juicy, crunchy, slicing, peeling, cutting, healthy diet, ingredients selecting, planning, tasting, popular, design, evaluate, criteria  |

**KS2 - Cycle A Substantive and Disciplinary**

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| **Cooking and Nutrition**knife, grater, cutting, spreading, grating, texture, taste, appearance, smell, preference, greasy, moist, cook, fresh, savoury, hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested, healthy/varied dietplanning, design criteria, purpose, selecting, user, annotated sketch, evaluations**Structures**shell structure, three-dimensional (3-D) shape, net, cube, cuboid, prism, vertex, edge, face, length, width, breadth, capacity, marking out, scoring, shaping, tabs, adhesives, joining, assemble, accuracy, material, stiff, strong, corrugating, ribbing, font, lettering, text, graphics, prototypedecision, evaluating, design brief, design criteria, innovative**Mechanical Systems**mechanism, lever, linkage, pivot, slot, bridge, guide, system, input, process, output, linear, rotary, oscillating, reciprocatinguser, purpose, function, prototype, design criteria, innovative, appealing, design brief |

**KS2 - Cycle B Substantive and Disciplinary**

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| **Cooking and Nutrition**knife, grater, cutting, spreading, grating, texture, taste, appearance, smell, preference, greasy, moist, cook, fresh, savoury, hygienic, edible, grown, reared, caught, frozen, tinned, processed, seasonal, harvested, healthy/varied dietplanning, design criteria, purpose, preference, selecting, user, annotated sketch, evaluations**Textiles**fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance, label, drawing, aesthetics, function, pattern piecesuser, 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 deviceuser, purpose, function, prototype, design criteria, innovative, appealing, design brief |