

Year 1/2 Key Vocabulary – Design and Technology

	Sliders and Levers	Freestanding Structures	Preparing fruit and vegetables	Templates and Joining	Wheels and Axles	All projects
Key vocabulary	Slider Lever Pivot Slot Bridge / Guide Card Making tape Paper fastener Join Pull Push Up Down Straight Curve Forwards Backwards	Fold Join Fix Structure Wall Tower Framework Weak Strong Base Side Edge Surface Thinner Thicker Corner Point Metal Wood Plastic	Soft Juicy Crunchy Sweet Sticky Smooth Sharp Crisp Sour Hard Flesh Skin Seed Pip Core Slice Peel Cut Squeeze Healthy diet Ingredient Taste Arrange Popular Knife Peeler Grater Skewer Juicer Names of fruit and vegetables	Thread Needle Sequin Template Pattern piece Mark out Join Decorate Finish	Vehicle Wheel Axle Axle holder Chassis Body Cab Assembling Cutting Joining Shaping Finishing fixed Free Moving Mechanism	Design Make Evaluate User Purpose Ideas Design criteria Product Function Features
Glossary	<ul style="list-style-type: none"> • Mechanism - a device used to create movement in a product. 	<ul style="list-style-type: none"> • Freestanding structure – a structure that stands on its own 	<ul style="list-style-type: none"> • Fruit – plant or tree’s edible seed • Vegetable – plant used for food. 	<ul style="list-style-type: none"> • Appliqué - to attach a decorative fabric item onto another piece of fabric by 	<ul style="list-style-type: none"> • Axle – a rod that enables a wheel to rotate. The wheel can rotate freely on 	<ul style="list-style-type: none"> • Design – to generate, develop and communicate ideas for a product.

	<ul style="list-style-type: none"> • Lever - a rigid bar which moves around a pivot. Levers are used in many everyday products. In this project children will use card strips for levers and paper fasteners for pivots. • Slider – a rigid bar which moves backwards and forwards along a straight line. Unlike a lever, a slider does not have a pivot point. • Slot - the hole through which a lever or slider is placed to enable part of a picture to move. • Guide or bridge - a short card strip used to keep sliders in place and control movement. 	<p>foundation or base without attachment to anything else.</p> <ul style="list-style-type: none"> • Frame structure – a structure made from thin components e.g. tent frame. • Shell structure – a hollow structure with a thin outer covering. • Stability – in relation to a freestanding structure, the extent to which it is likely to fall over if a force is applied. • Buttress - a structure added to a wall, tower or framework to make it more stable and/or reinforce it. • Brick bonding – arranging bricks in a wall to improve the performance of the structure or improve its appearance. • Mock-up – 3-D representation of a product. 	<ul style="list-style-type: none"> • Nutrients – all the things in food that the body needs to remain healthy. • Pith – the soft white lining inside fruit such as oranges. • Salad – a cold dish of fresh and/or cooked vegetables or fruit. • Sensory evaluation – subjective testing of foods where senses are used to evaluate qualities such as appearance, smell, taste, texture (mouth feel). • Kebab – cooked and/or fresh ingredients on a skewer. 	<p>gluing and/or sewing.</p> <ul style="list-style-type: none"> • Embroider - to decorate fabric with stitches. • Evaluate – to judge how a product meets chosen criteria. • Fray - to unravel or become worn at the edge. • Glove puppet - a glove puppet fits over the hand, and the fingers operate its head and arms. • Mock-up – a model which allows children to try out ideas using cheaper materials and temporary joints. • Seam - a row of stitches joining two pieces of fabric. • Sew - to join pieces of fabric with stitches. • Template – a shape drawn to assist in cutting out shapes. 	<p>the axle or be fixed to, and turn with, the axle.</p> <ul style="list-style-type: none"> • Axle holder – the component through which an axle fits and rotates. • Chassis – the frame or base on which a vehicle is built. • Friction – resistance which is encountered when two things rub together. • Dowel – wooden rods used for making axles to hold wheels. 	
--	---	---	--	---	---	--

Year 3/4 Key Vocabulary – Design and Technology

	Levers and Linkages	Shell Structures	Healthy and Varied Diet	2D Shape to 3D Product	Simple Circuits and Switches	All projects
Key vocabulary	Mechanism System Input Process Output Linear Rotary Oscillating Reciprocating	Net Cube Breadth Capacity Score Tab Adhesive Accuracy Stiff Corrugated Ribbed Laminated Graphics	Texture Taste Sweet Hot Sour Spicy Appearance Smell Preference Greasy Moist Fresh Savoury Hygienic Edible Grown Reared Caught Frozen Tinned Processed Seasonal Harvested	Fabric Fastening Compartment Zip Button Structure Finishing technique Strength Weakness Stiffening Template Stitch Seam Seam allowance	Series circuit Fault Connection Toggle switch Push-to-make switch Push to break switch Control Program System Input device Output device	User Purpose Function Functional Prototype Design criteria Innovative Appealing Design brief Decision Annotated sketch Label Research
Glossary	<ul style="list-style-type: none"> • Mechanism - a device used to create movement in a product. • Lever - a rigid bar which moves around a pivot. Levers are used in many everyday products. In this project children will use card strips for levers and paper 	<ul style="list-style-type: none"> • Appliqué – means ‘applied’ - describes method of stitching/gluing patches onto fabric (originally to mend holes in worn clothes) to provide decoration. • Pattern/Template - a shape drawn to exact shape and 	<ul style="list-style-type: none"> • Appearance – how the food looks to the eye. • Texture – how the product feels in the mouth. • Sensory evaluation - evaluating food products in terms of the taste, smell, texture and appearance. 	<ul style="list-style-type: none"> • Cuboid – a solid body with rectangular sides. • Edge – where two surfaces meet at an angle. • Face – a surface of a geometric shape. • Font – a printer’s term meaning the style of lettering being used. 	<ul style="list-style-type: none"> • Circuit – path through which electricity passes. • Conductor – a material which allows an electric current to pass through it. • Insulator – a material which does not easily allow electric 	

	<p>fasteners for pivots.</p> <ul style="list-style-type: none"> • Linkage - the card strips joining one or more levers to produce the type of movement required. The term 'linkage' is also used to describe the lever and linkage mechanism as a whole. • Slot - the hole through which a lever is placed to enable part of a picture to move. • Guide or bridge - a short card strip used to keep lever and linkage mechanisms in place and control movement. • Loose pivot - a paper fastener that joins card strips together. • Fixed pivot - a paper fastener that joins card strips to the backing card. • System - a set of related parts or components used to create an outcome. Systems have an input, process and an 	<p>size and used to assist cutting out.</p> <ul style="list-style-type: none"> • Seam - a line of stitching that joins pieces of fabrics together. • Seam Allowance - extra fabric allowed for joining together - usually 1.5cm. • Prototype – a model that is made to test whether a design will work. • Aesthetics - the way in which the product looks with the nature and expression of beauty. 	<ul style="list-style-type: none"> • Preference test – trying different foods and deciding which you like best. • Strawberry huller - tool to remove the stalk and leaves from a strawberry. • Processed food – ingredients that have been changed in some way to enable them to be eaten or used in food preparation and cooking. 	<ul style="list-style-type: none"> • Net – the flat or opened-out shape of an object such as a box. • Prism – a solid geometric shape with ends that are similar, equal and parallel. • Scoring – cutting a line or mark into sheet material to make it easier to fold. • Shell structure – a hollow structure with a thin outer covering. • Vertex – used to refer to the corners of a solid geometric shape, where edges meet 	<p>current to pass through it.</p> <ul style="list-style-type: none"> • Prototype – a model made to test whether a design will work. • Push-to-break switch – a switch turned off by pressing it. • Push-to-make switch – a switch turned on by pressing it. • Reed switch – a switch operated by a magnet. • Toggle switch – a switch operated when a lever is pressed. • System - a set of related parts or components that together achieve a desired outcome. • Output devices - components that produce an outcome e.g. bulbs and buzzers. • Input devices - components that are used to control an electrical circuit e.g. switches. 	
--	---	---	---	--	--	--

	<p>output. In a lever and linkage mechanism, the 'input movement' is where the user pushes or pulls a card strip. The 'output movement' is where one or more parts of the picture move</p>					
--	--	--	--	--	--	--

Year 5/6 Key Vocabulary – Design and Technology

	Pulleys or Gears	Frame Structures	Celebrating Culture and Seasonality	Combining Different Fabric Shapes	More Complex Switches	All projects
Key vocabulary	Pulley Drive Belt Gear Rotation Spindle Driver Follower Ratio Transmit Axle Motor Input Process Output	Reinforce Triangulation Stability Temporary Permanent Stiffen Strengthen	Yeast Dough Bran Flour Wholemeal Unleavened Baking soda Spices Herbs Fat Sugar Carbohydrate Protein Vitamins Nutrients Nutrition Gluten Dairy Allergy Intolerance Seasonality Combine Fold Knead Rub in	Seam allowance Wadding Reinforce Right side Wrong side Hem Template Pattern pieces Fastenings Pinking shears Measuring tape	Series circuit Parallel circuit Input device Output device System Monitor Control Program Flowchart	User Purpose Function Functional Prototype Mock up Design criteria Innovative Appealing Design brief / specification Design decision Annotated drawings Exploded diagram Aesthetics
Glossary	<ul style="list-style-type: none"> •Pulley – a grooved wheel over which a drive belt can run. •Gear – a wheel with teeth around its circumference. •Drive belt – the belt which connects and transfers movement 	<ul style="list-style-type: none"> • Modelling – the process of making a 3-D representation of a structure or product. • Compression – the application of pressure to squeeze an object. 	<ul style="list-style-type: none"> • Finishing – related to the appearance of the product – shape, decoration and colour. • Rubbing in – rubbing the dry ingredients together with the fat, lifting to put air into the mixture, so that it 	<ul style="list-style-type: none"> • Mock up - quick 3-D modelling using easy to work and cheaper materials and temporary joints. Useful for checking proportions and scale. • Pattern or template - a shape 	<ul style="list-style-type: none"> • Modelling – to realise and manipulate ideas in a tangible form. • Open switch – when a switch is positioned such that electricity cannot flow through it. 	

	<p>between two pulleys.</p> <ul style="list-style-type: none"> • Gearing up or down – changing the rotational speed of a product by the use of pulleys or gears. When a small pulley or gear is used to drive a larger one the rotational speed is reduced and the product has been geared down. • Mechanical system - a set of related parts or components used to create movement. • Driver – the gear or pulley that provides the input movement to the system. • Follower - the gear or pulley that provides the output movement to the system. • Mesh – the point where two gears join together and transfer movement. • Motor spindle – the rod on the end of the motor onto 	<ul style="list-style-type: none"> • Strut – a part of a structure under compression. • Tension – a force pulling on a material or structure. • Tie – a part of a structure under tension. • Diagonal – a straight line that goes from one corner to another inside a shape. • Horizontal – a line that is parallel to the ground. • Vertical – a line that is at right angles to the ground. • Triangulation – the use of triangular shapes to strengthen a structure. • Frame structure – a structure made from thin components e.g. tent frame. 	<p>resembles fine breadcrumbs.</p> <ul style="list-style-type: none"> • Knead – pulling and squeezing dough to make it smooth. • Bran – the hard protective shell of a grain of wheat. • Dough – a mixture of flour, yeast and water before it is cooked. • Endosperm – the store of food inside a seed. • Germ – part of the seed where the root and shoots grow from. • Yeast – a tiny plant which makes bubbles of carbon dioxide when mixed with flour and warm water. • Unleavened bread – flat bread where yeast has not been added. 	<p>drawn to exact shape and size, used to assist in cutting out.</p> <ul style="list-style-type: none"> • Seam allowance - extra fabric allowed for joining together - 15mm for domestic patterns. • Specification - describes what a product has to do. • Tacking - large running stitches to hold pieces of fabric together temporarily. • Working drawing - detailed drawing contains all information needed to make a product but is updated as changes are made. 	<ul style="list-style-type: none"> • Closed switch – when a switch is positioned such that electricity can flow through it. • Normally open – the term used to describe when a switch is in the off position, i.e. the switch is open and no electricity can flow when the button is not pressed. • Normally closed – the term used to describe when a switch is in the on position i.e. the switch is closed and electricity can flow when the button is not pressed • Computer control input – when a switch, such as a micro switch, sends a signal to a computer control box to activate a sequence of events such as a buzzer or light being used to attract attention or alert people. • Output devices - components that produce an 	
--	--	--	---	---	---	--

	which a gear or pulley is attached.				outcome e.g. bulbs and buzzers. • Input devices - components that are used to control an electrical circuit e.g. switches or sensors.	
--	-------------------------------------	--	--	--	--	--