

## Design & Technology Vocabulary at Salisbury Manor Primary School

Pupils are exposed to these words during First-Quality Teaching in History lessons at Salisbury Manor Primary School

	Autumn	Spring	Summer
Year 1	<p><b>Tier 2</b> Balanced: Diet: Healthy: Packaging: Texture:</p> <p><b>Tier 3</b> Chop: Design brief: Dice: Grate:</p>	<p><b>Tier 2</b> <b>Shape</b> - the particular physical form or appearance of something <b>Joining</b> – to fix or fasten two things together <b>Size</b> - how large or small something or someone is <b>Strong</b> - having or using great force or control <b>Weak</b> - not physically strong <b>Square</b> - a flat shape with four sides of equal length and four angles of 90° <b>Rectangle</b> - a flat shape with four 90° angles and four sides, with opposite sides of equal length <b>Triangle</b> - a flat shape with three straight sides</p> <p><b>Tier 3</b> <b>Fixing</b> - to fasten something in position so that it cannot move <b>Structure</b> - something that has been made or built from parts, especially a large building <b>Wall</b> - a vertical structure, often made of stone or brick, that divides or surrounds something <b>Roof</b> - the covering that forms the top of a building <b>Window</b> - a space usually filled with glass in the wall of a building or in a vehicle, to allow light and air in and to allow people inside the building to see out <b>Portcullis</b> - a strong gate made of bars with points at the bottom that hangs above the entrance to a castle and in the past was brought down to the ground in order to close the entrance against enemies</p>	<p><b>Tier 2</b> <b>Shape</b> - the particular physical form or appearance of something <b>Joining</b> – to fix or fasten two things together <b>Size</b> - how large or small something or someone is <b>Card</b> – a piece of stiff paper <b>Cut</b> -</p> <p><b>Tier 3</b> <b>Fixing</b> - to fasten something in position so that it cannot move <b>Hinge</b> - join two things together so that one part can swing freely <b>Movement</b> -- an act of moving <b>Handle</b> - the part by which a thing is held, carried, or controlled <b>Pivot</b> - the central point on which a mechanism turns. <b>Pull</b> - to take something out of or away from a place, especially using physical effort <b>Direction</b> - a course along which someone or something moves. <b>Balance</b> - an even distribution of weight enabling someone or something to remain upright and steady <b>Hole Punch</b> - a device for punching holes in sheets of paper <b>Paper Fastener</b> - a fastener for holding a sheet of paper in place <b>Planning</b> - a detailed idea for achieving something. <b>Label</b> - a tag to give information <b>Collage</b> - a piece of art made by sticking together different materials to a background</p>

		<p><b>Ramparts</b> - a large wall built round a town, castle, etc. to protect it</p> <p><b>Drawbridge</b> - a bridge that can be raised or brought down in order to protect a castle from attack or to allow big boats to go under it</p> <p><b>Turret</b> - a small, circular tower that is part of a castle or a large building</p> <p><b>Hinge</b> - join two things together so that one part can swing freely</p> <p><b>Cube</b> - a solid object with six square sides of equal size</p> <p><b>Cuboid</b> - a solid object with six rectangular sides</p> <p><b>Cylinder</b> - a solid or hollow tube with long straight sides and two circular ends the same size or an object shaped like this</p> <p><b>Side</b> - a flat outer surface of an object, especially one that is not the top, the bottom, the front, or the back</p> <p><b>Edge</b> - the outer or furthest point of something</p> <p><b>Smaller Than</b> - less than</p> <p><b>Symmetrical</b> - having two parts that match exactly, either when one half is like an image of the other half in a mirror</p>	<p><b>Forwards</b> - in the direction that one is facing or travelling; towards the front</p> <p><b>Backwards</b> - towards the direction that is the opposite to the one in which you are facing</p> <p><b>Lever</b> - a bar used for lifting or lower an item</p> <p><b>Slider</b> - a bar used for sliding an item</p> <p><b>Mechanism</b> - is a piece of equipment which has lots of little parts that do a certain job</p> <p><b>Rotate</b> - something that turns with a circular movement</p>
Year 2	<p><b>Designing:</b> user, list, label, drawings, ideas, choose, decide, evaluate, mock up, try out</p> <p><b>Making:</b> plan, template, fabric, cutting out, sewing, needle, thread, running stitch, adding</p> <p><b>Knowledge and understanding:</b> seam, stitch, strong, quality, features, strengthen</p>	<p><b>Tier 2</b></p> <p><b>Wheel</b> - A circular object which is part of a machine which allows it to move along the ground</p> <p><b>Shape</b> - the particular physical form or appearance of something</p> <p><b>Joining</b> - To fix or fasten two things together</p> <p><b>Lever</b> - A bar used for lifting or lower an item</p> <p><b>Size</b> - how large or small something or someone is</p> <p><b>Tier 3</b></p> <p><b>Winding</b> - to turn or cause something to turn</p> <p><b>Pulley</b> - a piece of equipment for moving heavy objects up or down, consisting of a</p>	<p><b>Tier 2</b></p> <p><b>Stitch</b> - short pieces of thread that have been sewn in a piece of cloth</p> <p><b>Pin</b> - attach or fasten with a pin or pins</p> <p><b>Joining</b> - To fix or fasten two things together</p> <p><b>Size</b> - how large or small something or someone is</p> <p><b>Design</b> - a plan or drawing produced</p> <p><b>Tier 3</b></p> <p><b>Adapt</b> - to change, or to change something, to suit different conditions or uses</p> <p><b>Evaluate</b> - to judge or calculate the quality, importance, amount or value or something</p> <p><b>Mock-up</b> - a model of a structure</p>

		<p>small wheel over which a rope or chain attached to the object can be easily raised or lowered</p> <p><b>Attaching-</b> to fasten, join, or connect something</p> <p><b>Combine</b> - exist together</p> <p><b>Vehicle</b> – a machine such as a car, train, bus that are used to carry people from one place to another</p> <p><b>Axle</b> – a rod connecting a pair of wheels</p> <p><b>Model</b> - a thing used as an example to follow or imitate</p> <p><b>Fixing</b> - to fasten something in position so that it cannot move</p> <p><b>Movement</b> – an act of moving</p> <p><b>Purpose</b> - why you do something or why something exists</p> <p><b>Function</b> - the natural purpose (of something)</p> <p><b>Hose</b> - a long plastic or rubber pipe, used to direct water onto fires, gardens, etc.</p> <p><b>Siren</b> - a device for making a loud warning noise</p> <p><b>Cab</b> - the separate front part of a large vehicle, such as a truck, bus, or train, in which the driver sits</p> <p><b>Connecting</b> - to join or be joined with something else</p> <p><b>Testing</b> - a test is a deliberate action or experiment to find out how well something works</p> <p><b>Chassis</b> - the frame of a vehicle, usually including the wheels and engine, onto which the metal covering is fixed</p> <p><b>Doweling</b> - a rod, usually made of wood, that is used to hold two parts of something together by fitting into a hole in each part</p> <p><b>Logo</b> - a design or symbol used by a company to advertise its products</p>	<p><b>Pattern</b> – a repeated design</p> <p><b>Measure</b> - to discover the exact size or amount of something</p> <p><b>Material</b> - things that are needed for a particular job</p> <p><b>Tape</b> - a flexible ruler used to measure size or distance</p> <p><b>Outline</b> - the main shape or edge of something, without any details</p> <p><b>Background</b> - the things that can be seen behind the main things or people in a picture</p> <p><b>Spacesuit</b> - a piece of clothing worn by a person who travels in space to protect the body when outside a spacecraft</p> <p><b>Astronaut</b> - a person who has been trained for travelling in space</p> <p><b>Seam</b> - a line where two things join, especially a line of sewing joining two pieces of cloth</p> <p><b>Centre</b> - the middle point or part</p> <p><b>Line</b> - a long, thin mark on the surface of something</p> <p><b>Flat</b> - level and smooth, with no curved, high, or hollow parts</p> <p><b>Symmetry</b> - the quality of having parts that match each other, especially in a way that is attractive, or similarity of shape or contents</p> <p><b>Strengthen</b> – make stronger</p>
Year 3	<p><b>Tier 2</b> <b>Quality</b> – how good or bad something is. <b>Purpose</b> – the reason something is created.</p>	<p><b>Tier 2</b> <b>Hinge</b> – Join two things together so that one part can swing freely</p>	<p><b>Tier 2</b> Balanced: Carbohydrates:</p>

**Rolling** – moving by turning over and over.  
**Stable** – an object/structure that won't give way  
**Free-standing** – not attached or supported by another structure.  
**Stiffen** – make or become stronger.  
**Sturdy** – strongly built  
**Reinforce** – strengthen or support with additional material  
**Distance** – how far apart objects are.  
**Wide** – a more than average width.  
**Narrow** – less wide  
**Deep** - far down from the top of a surface  
**Shallow** – of little depth  
**Component** – Parts that something is made of  
**Finishing** - the last covering of varnish, polish, or paint, that is put onto something  
**Decorating** - to add something to an object or place, especially in order to make it more attractive  
**Constraints** - something that controls what you do by keeping you within particular limits  
**Evaluate** – to judge or calculate the quality, importance, amount or value or something

**Fixing** - to fasten something in position so that it cannot move  
**Lever** – a beam which turns about a point  
**Attaching** - to fasten, join, or connect something  
**Tier 3**  
**Component** – Parts that something is made of  
**Control** - to order, limit, or rule something  
**Pressure** - the force you produce when you press something  
**Inflate** - to make something increase in size by filling it with air  
**Deflate** - If something that has air or gas inside it deflates, or is deflated, it becomes smaller because it loses the air  
**Pump** - a piece of equipment that is used to cause liquid, air, or gas to move from one place to another  
**Syringe** - a hollow, cylinder-shaped piece of equipment used for sucking liquid or air out of something or into something  
**Tubing** - a long cylinder made from plastic, metal, rubber, or glass, especially used for moving or containing liquids or gases  
**Finishing** - the last covering of varnish, polish, or paint, that is put onto something  
**Decorating** - to add something to an object or place, especially in order to make it more attractive  
**Constraints** - something that controls what you do by keeping you within particular limits  
**Possible** - able to be done or achieved  
**Impossible** – not able to be done or achieved  
**Probable** - likely to be true or likely to happen  
**Compressed** – something that is squashed, such as air in a tube.  
**Input** – what goes into a system.  
**Output** – what comes out of a system.  
**Pivot** – a point about which a lever turns.

Diet:  
 Fats:  
 Function:  
 Healthy:  
 Packaging:  
 Proteins:  
 Texture:  
**Tier 3**  
 Chop:  
 Design brief:  
 Dice:  
 Grate:

		<p><b>Pneumatic</b> – a system that works using gases (air).  <b>Evaluate</b> – to judge or calculate the quality, importance, amount or value or something</p>	
Year 4	<p><b>Tier 2</b>  <b>Component</b> – Parts that something is made of  <b>Finishing</b> - the last covering of varnish, polish, or paint, that is put onto something  <b>Decorating</b> - to add something to an object or place, especially in order to make it more attractive  <b>Constraints</b> - something that controls what you do by keeping you within certain limits  <b>Evaluate</b> – to judge the quality of something  <b>Design</b> - a plan or drawing produced to show the look and function of an object before it is made.  <b>Mock-up</b> – a model of a structure  <b>Plan</b> – a detailed idea for achieving something.  <b>Fold</b> - bend over on itself so that one part of it covers another.  <b>Adhesive</b>- to be able to stick fast to a surface or object  <b>Joining</b> – link or connect  <b>Linkage</b> – the action of linking something.  <b>Pivot</b> -the central point on which a mechanism turns.  <b>Flexible</b> – to bend easily without breaking.  <b>Joint</b> - a point at which parts of a structure are joined.  <b>Hinge</b> - a movable joint or mechanism on which a door, gate, or lid swings as it opens and closes or which connects linked objects.  <b>Mechanism</b> - a device used to create movement in a product. ·  <b>Lever</b> - a rigid bar which moves around a pivot.</p>	<p><b>Tier 2</b>  User - a person who uses or operates something  Template – a thin piece of material used to cut other materials accurately  Fabric – cloth or material produced by weaving  Strengthen - make or become stronger  Pattern – a repeated design</p> <p><b>Tier 3</b>  Embellish – to enhance  Applique - ornamental needlework in which pieces of fabric are sewn or stuck on to a larger piece to form a picture or pattern  Fastening - – a clasp or zip used to fasten something and keep it shut  Purpose - the reason for which something is done or created  Design – a plan or drawing produced  Criteria - a principle or standard by which something may be judged or decided  Alternatives - one of two or more available possibilities  Model - a thing used as an example to follow or imitate  Specification - a detailed description of the design and materials used to make something  Stiffening - support or strengthen (a garment or fabric), typically by adding tape or an adhesive layer  Reinforcement - the action or process of reinforcing or strengthening  Support - bear all or part of the weight of; hold up</p>	<p><b>Tier 2</b>  <b>Join</b> - To fix or fasten two things together  <b>Tier 3</b>  <b>Circuit</b> – A complete route which an electrical current can flow around  <b>Battery</b> – A small device that supplies the power for electrical items. A collection of cells.  <b>Cell</b> – A single unit of electricity  <b>Wires</b> – A long thin piece of metal that is used to carry electrical current  <b>Bulb</b> – The glass part of an electrical item that gives out light. Electricity passes through it  <b>Switch</b> – A small control used to turn an electrical device on and off  <b>Buzzer</b> - An electrical device used to make a buzzing sound  <b>Model</b> - a thing used as an example to follow or imitate  <b>Prototype</b> - a mini version or model of the final design  <b>Communicate</b> - share information  <b>Annotated Diagram</b> - a diagram that is surrounded by explanatory notes  <b>Alarm</b> - a warning of danger, usually a loud noise or flashing light  <b>Rectify Fault</b> - to correct something or make something right  <b>Connection</b> - the act of joining or being joined to something else  <b>Push-to-break</b> - a switch that does the opposite (when the button is pressed, the circuit is broken)  <b>Push-to-make</b> – a switch that allows electricity to flow between its two contacts when held in</p>

	<p><b>Slider</b> – a rigid bar which moves backwards and forwards along a straight line. Unlike a lever, a slider does not have a pivot point. ·</p>	<p>Compartment - a separate section or part of a structure or container</p>	<p><b>Reed Switch</b> - an electrical switch operated by an applied magnetic field  <b>Tilt Switch</b> – a switch that transfers a change-of-state to another device  <b>Rocker Switch</b> – a switch that can be pressed on either end like a seesaw to connect or disconnect an electrical circuit  <b>Slide Switch</b> - a mechanical switch that slides from the open (off) position to the closed (on) position  <b>Micro Switch</b> - a very sensitive electric switch that can be operated rapidly by a small movement  <b>Control</b> - to order, limit, or rule something  <b>Sensor</b> - a device that is used to record that something is present or that there are changes in something  <b>Input</b> – what goes into a system.  <b>Output</b> – what comes out of a system.</p>
<p>Year 5</p>	<p><b>Tier 2</b>  <b>Investigate</b> – To carry out research  <b>Texture</b> – the feel, appearance, or consistency of a surface  <b>Outcome</b>- The way things turn out.  <b>Plan</b> – a detailed idea for doing or achieving something.  <b>Structure</b> – an object constructed of several parts.  <b>Adhesives</b> – a substance used for sticking objects or materials together  <b>Pitch</b>- how high or low the musical note is.  <b>Sound</b> – vibrations that travel through the air or another medium and can be heard when they reach a person's ear.  <b>Duration</b> – the time during which something continues.  <b>Note</b> – represents the pitch or duration of a musical sound.  <b>Strengthen</b> – To make or become stronger.  <b>Reinforce</b> - strengthen or support with additional material</p>	<p><b>Tier 2</b>  <b>Axle</b> – a rod connecting a pair of wheels  <b>Model</b> - a thing used as an example to follow or imitate  <b>Fixing</b> - to fasten something in position so that it cannot move  <b>Pivot</b> – a point about which a lever turns  <b>Control</b> - to order, limit, or rule something  <b>Movement</b> – an act of moving  <b>Tier 3</b>  <b>Sequence</b> - arrange in a particular order  <b>Annotated Diagram</b> - a diagram that is surrounded by explanatory notes  <b>Prototype</b> - a mini version or model of the final design  <b>Communicate</b> - share information  <b>Shape</b> - the particular physical form or appearance of something  <b>Assemble</b> – to make something by joining separate parts  <b>Saw</b> – to cut wood or other similar material with a saw</p>	<p><b>Tier 2</b>  <b>Texture</b> - the way something feels when you touch or taste it  <b>Ingredients</b> – a food that is used with other foods in the preparation of a particular dish  <b>Mixing</b> – to (cause different substances to) combine, so that the result cannot easily be separated into its parts  <b>Hygienic</b> - clean and free from illness  <b>Tier 3</b>  <b>Shaping</b> - changing the particular physical form or appearance of something  <b>Topping</b> – a layer of food poured or spread over a base of a different type of food to add flavour  <b>Kneading</b> - to press something, especially a mixture for making bread, firmly and repeatedly with the hands and fingers  <b>Proving</b> - to show a particular result after a period of time  <b>Baking</b> - to cook inside an oven, without using added liquid or fat</p>

**Mark Out** – to show the shape or position of something by drawing a line around it

**Cam** - a slider or roller attached to a rotating shaft to give a particular type of motion

**Mechanism** - is a piece of equipment which has lots of little parts that do a certain job

**Linear Motion** - is the motion that is natural to an object: moving in a straight line

**Rotary Motion** - the act of rotating as if on an axis

**Off-centre** - not quite in the centre of something

**Force** - strength or energy as an attribute of physical action or movement

**Framework** - is a structure that forms a support or frame for something

**Follower** - one in the service of another

**Guide** - show or indicate the way

**Offset** - the amount or distance by which something is out of line

**Shaft** - a long, narrow part or section forming the handle of a tool or club, the body of a spear or arrow

**Grilling** - the surface in a cooker that can be heated to very high temperatures and under which you put food to be cooked

**Boiling** - (of a liquid) heated to the point when it starts to turn into a gas

**Frying** - to cook food in hot oil or fat

**Glazing** - to make a surface shiny by putting a liquid substance onto it and leaving it or heating it until it dries

**Yeast** - a type of fungus that is used in making alcoholic drinks such as beer and wine, and for making bread swell and become light

**Wheat** - a plant whose yellowish-brown grain is used for making flour, or the grain itself

**Grain** - a seed or seeds from a plant, especially a plant like a grass such as rice or wheat

**Flour** - powder made from grain, especially wheat, used for making bread, cakes, pasta, pastry, etc.

**Dough** - flour mixed with water and often yeast, fat, or sugar, so that it is ready for baking

**Crust** - the outside layer of a loaf of bread

**Rise** - to move upwards

**Doughy** - soft, thick, and sticky

**Crisp** - used to describe cooked foods, such as pastry and biscuits, that are well cooked so that they are just dry and hard enough

**Chewy** - (of food) needing to be crushed a lot with the teeth before it is swallowed

**Stretchy** - capable of being stretched; elastic

**Bacteria** - very small organisms that are found everywhere and are the cause of many diseases

**Mould** - a soft, green or grey growth that develops on old food

**Food Poisoning** - an illness usually caused by eating food that contains harmful bacteria

Year 6

**Tier 2**

**Strengthen** – To make or become stronger.

**Reinforce** – To strengthen or support with additional material

**Diagonal** – A straight line joining two opposite corners of a square, rectangle, or other straight-sided shape.

**Stable** – not likely to give way or overturn.

**Framework** – an essential supporting structure of a building.

**Material** – A material is a substance or mixture of substances that constitutes an object.

**Rigid** – unable to bend or be forced out of shape.

**Water resistance** - something that will not be destroyed by exposure to liquid but that will instead repel the liquid. E.g. a water-resistant watch.

**Beam** – a long, sturdy piece of squared timber or metal used to support a building.

**Tension** – a pulling force (something stretched tight).

**Compression** – the action or state of being squished down or made smaller or more pressed together.

**Bending** – To shape or force something straight into a curve or angle.

**Evaluate** – to judge or calculate the quality, importance, amount or value of something

**Tier 2**

**Mechanism** - is a piece of equipment which has lots of little parts that do a certain job

**Switch** - a small control used to turn an electrical device on and off

**Control** - to order, limit, or rule something

**Movement** – an act of moving

**Finishing** - the last covering of varnish, polish, or paint, that is put onto something

**Components** - parts that something is made of

**Electricity** - a form of energy

**Tier 3**

**Sequence** - arrange in a particular order

**Annotated Diagram** - a diagram that is surrounded by explanatory notes

**Circuit** – a complete route which an electrical current can flow around

**Exploded Diagrams** - a drawing or photograph of a complicated mechanism that shows the individual parts

**Improvements** - a thing that makes something better or is better than something else

**Modify** - make partial or minor changes to (something)

**Viewpoint** - a position giving a good view

**Cladding** - a covering or coating on a structure or material

**Series** - a number of similar or related events or things, one following another

**Parallel** - side by side and having the same distance continuously between them

**Motor** - a machine, especially one powered by electricity or internal combustion, that supplies motive power for a vehicle or for another device with moving parts

**Connection** - the act of joining or being joined to something else, or the part or process that makes this possible

**Tier 2**

**Finishing** - the last covering of varnish, polish, or paint, that is put onto something

**Embellish** – to enhance

**Applique** - ornamental needlework in which pieces of fabric are sewn or stuck on to a larger piece to form a picture or pattern

**Stitch - Stitch** – short pieces of thread that have been sewn in a piece of cloth

**Pattern** - a repeated design

**Seam** - a line where two things join, especially a line of sewing joining two pieces of cloth

**Cut** - to break the surface of something, or to divide or make something smaller, using a sharp tool

**Pocket** - a small bag for carrying things in, made of cloth and sewn into the inside or onto the outside of a piece of clothing

**Graphics** - images and designs used in books, magazines, etc.

**Tier 3**

**Warmth** - a high temperature that is comfortable but not hot

**Appearance** - what something looks like

**Practicality** - quality of being suitable for a particular occasion or use

**Function** - the natural purpose (of something)

**Stenciling** - a picture made by drawing or painting through the holes in such a piece of card, etc. onto a surface

**Specification** - a detailed description of the design and materials used to make something

**Flow Chart** - a drawing that shows the stages of a process or activity from the beginning to the end using different shapes connected by lines

**Mood Board** - a board covered with pictures from magazines, pieces of material, etc. that shows the colours and styles to be used



**Spindle** - a part of a machine around which something turns, or a rod onto which thread is twisted when it is spun (= made by twisting)

**Fan** - an electric device with blades that turn quickly, used to move the air around

**Charge** - an electric current flows when electric charges move through a wire

**Mock Up** - a model of a structure

**User** - someone who uses a product

**Swatches** - a small piece of cloth used as an example of the colour and type of the cloth

**Tacking** - long, loose stitches that are used to hold two pieces of cloth together temporarily before they are sewn together in a neater and permanent way

**Hem** - the edge of a piece of cloth, such as the bottom edge of a skirt or dress, that is folded over and sewn

**Logo** - a design or symbol used by a company to advertise its products

**Motif** - a pattern or design

**Lettering** - writing in a particular colour, style, etc

**Tassels** - a group of short threads or ropes held together at one end, used as a hanging decoration

**Sleeves** - the part of a piece of clothing that covers some or all of the arm

**Vest** - a shirt without sleeves, usually made out of cotton, that is worn in the summer or for sport