

Hollinswood Primary School and Nursery

Design and Technology Knowledge and Skills Progression Grid

Design and Technology is an inspiring, hands-on and unique subject. Using your creativity and imagination, you can design and make the most innovative products for a variety of different purposes. Through Design and Technology, you can listen to and adopt the ideas of others and create something fantastic that could support your community.

Nursery									
I know the name of some materials.	I know I can use different materials to build,	I can think of my own ideas and choose	I know how to use tape and glue to join						
I can explore and manipulate different	I can use different materials to create	which materials to use.	materials.						
materials.	something.		I can join different materials.						

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	I know how to	Simple Freestanding		Shell Structure		More complex	
	join and fix	<u>Structures</u>		(Shell structures have no		structures including joins	
	materials.	Basic beam		joins and are typically		Other types of	
	I can design and	bridge		curved, light-weight		bridges than beam	
	build models.	Chair		structures)		bridge	
		• Den		Tunnels		• Spaghetti structures	
	I know what	Towers		Rooves		Flood-proof	
	materials are	 Flower Stems 		Helmet		houses/fences	
	weak and	 Pop-Up cards 		Drink cans		Welding with	
	strong.			Boats		chocolate	
	I can say how I	I can understand how				Catapults	
	have made my	simple free-standing		I can make strong, stiff,			
	model strong.	structures can be		shell structures for a		I can reinforce and	
		made stronger,		purpose.		strengthen a 3D	
	I know what a	stiffer and more		I can use my knowledge		framework.	
	structure is and	stable.		of nets, cubes and		I know and can use	
	can name	I know and can use		cuboids (and where		correct technical	
	different	correct technical		appropriate, more		vocabulary during my	
sə.	structures.	vocabulary during my		complex 3D shapes) to		project.	
tur	I can design and	project.		help me design and		I know and can use	
nc	build a			develop my ideas.		correct technical	
Str	structure using			I know and can use		vocabulary during my	
1	different			correct technical		project.	
lge	materials and			vocabulary during my		I can recognise several	
lec	construction			project.		inventors, designers,	
Ň	kits.			I can recognise several		manufacturers and	
kno				inventors,		engineers, who have	
×				designers, manufacturers		been influential in the	
ice				and engineers, who		design and technology	
hn				have been influential in		industries.	
ec				the design and			
T				technology industries.			

Key Vocabulary	join, fix, weak, strong, materials, design, build, models, structure, construction	Cut, fold, join, fix structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved, metal, wood, plastic circle, triangle, square, rectangle, cuboid, cube, cylinder	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, reduce, reuse, recycle, corrugating, ribbing, laminating, font, lettering, text, graphics, decision	frame structure, stiffen, strengthen, reinforce, triangulation, stability, shape, join, temporary, permanent
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I know what a	Sliders and Levers	Wheels and Axles	Levers and Linkages	Pulleys, Gears or Cams	Pulleys, Gears or Cams
mechanism is.	I know what sliders	I know what wheels	<u>What is a</u>	What is a cam?	What is a cam?
I know the	and levers are.	and axles are.	mechanical linkage?	A cam is part in a	A cam is part in a
names of some	I can explore and use	I can explore and use	A mechanical linkage	mechanical linkage, it can	mechanical linkage, it can
2D and 3D	sliders and levers	wheels, axles and	is a collection of	rotate or slide.	rotate or slide.
shapes.	I know that different	axle holders.	parts joined together	What is a pulley system?	What is a pulley system?
I can design and	mechanisms produce	I know the difference	to change or help	A pulley is a simple	A pulley is a simple
build a model	different types of	between fixed and	movement.	machine that makes it	machine that makes it
using a	movement.	freely moving axles.	<u>What is a</u>	easier to lift or move a	easier to lift or move a
mechanism.	I know and can use	I know and can use	mechanical lever?	heavy object. It includes	heavy object. It includes
	correct technical	correct technical	A lever is a simple	at least one wheel and a	at least one wheel and a
	vocabulary during my	vocabulary during	machine that will	length of rope.	length of rope.
	project.	my project.	make lifting or	What is a gear?	What is a gear?
			moving an object	A gear is a rotating part	A gear is a rotating part in
			easier.	in a machine it has teeth	a machine it has teeth cut
				cut around its	around its circumference.
			I know what levers	circumference.	
			and linkages are.		I know what pulleys,
			I can explore and use	I know what pulleys,	gears and/or cams are.
			lever and linkage	gears and/or cams are.	I know that mechanical
			mechanisms.	I know that mechanical	and electrical systems
			I know the	and electrical systems	both have an input,
			differences between	both have an input,	process and an output.
			fixed and loose	process and an output.	I understand how gears
			pivots.	I understand how gears	and pulleys can be used
			I know and can use	and pulleys can be used	can be used to speed up,
			correct technical	can be used to speed up,	slow down or change the
			vocabulary during	slow down or change the	direction of movement.
			my project.	direction of movement.	I can explore linking
			I can recognise	I know and can use	between gears and how
			several inventors,	correct technical	this affects the speed and
			designers,	vocabulary during my	direction of movement.
			manufacturers and	project.	I know and can use
			engineers, who have	I can recognise several	correct technical
			been influential in	inventors, designers,	vocabulary during my
			the design and	manufacturers and	project.
			technology	engineers, who have	I can recognise several
			industries.	been influential in the	inventors, designers,
				design and technology	manufacturers and
				industries.	engineers, who have been
					influential in the design
					and technology
					industries.

Technical Knowledge - Mechanisms

Key Vocabulary	Mechanism, shape, 2D, 3D, model, build, design.	Slider, lever, pivot, slot, bridge/guide, card, masking tape, paper, fastener, join, pull, push, up, down, straight, curve, forwards, backwards, guide.	Vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism names of tools, equipment and materials used, dowel, body, cab	mechanism, lever, linkage, pivot, slot, bridge, guide system, input, process, output linear, rotary, oscillating, reciprocating, appealing, innovative		pulley, drive belt, gear, rotation, spindle, driver, follower, ratio, transmit, axle, motor, circuit, switch, circuit diagram, annotated drawings, exploded diagrams, mechanical system, electrical system, input, process, output, spindle <u>YEAR 5/6 to decide which area of mechanisms</u> <u>they are teaching; however, these must be</u> <u>different</u>	
Technical Knowledge – Electrical Systems					I know what an electrical system is. I can use my knowledge from Science circuits to apply my knowledge to a product. I can use and apply my knowledge from computing to control a product (Scratch coding). I know and can use correct technical vocabulary during my project. I can recognise several inventors, designers, manufacturers and engineers, who have been influential in the design and technology industries.	I know what an electrical system is. I can use my knowledge from Science circuits to apply my knowledge to a product. I can apply my knowledge of computing to program, monitor and control my product (Crumble equipment). I know and can use correct technical vocabulary during my project. I can recognise several inventors, designers, manufacturers and engineers, who have been influential in the design and technology industries.	I know what an electrical system is. I can use my knowledge from Science circuits to apply my knowledge to a product. I can apply my knowledge of computing to program, monitor and control my product (Crumble equipment). I know and can use correct technical vocabulary during my project. I can recognise several inventors, designers, manufacturers and engineers, who have been influential in the design and technology industries.

Key vocabulary				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, control box <u>Refer to Science</u> <u>progression grid</u> <u>during this topic</u>	reed switch, toggle switch, push-to-make switch, push-to-break switch, light dependent resistor (LDR), tilt switch, light emitting diode (LED), bulb, bulb holder, battery, battery holder, USB cable, wire, insulator, conductor, crocodile clip control, program, system, input device, output device, series circuit, parallel circuit, sparkle, motherboard. <u>Please combine your mechanisms and electronic</u> <u>systems together to create a product.</u> <u>Refer to Computing progression grid during this topi</u>	
Technical Knowledge – Textiles		I know how simple 3D textile products are made. I can use a template to create two identical shapes. I know how to join fabric using different techniques including running stitch, glue, over stitch and stapling. I can explore different finishing techniques. I know and can use correct technical vocabulary during my project.	I know how to strengthen, stiffen and reinforce existing fabrics. I know how to securely join fabrics together. I know the need for patterns and seam allowances. I know and can use correct technical vocabulary during my project. I can recognise several designers and manufacturers who have been influential in the design and technology industries. Seam allowance is the extra space you add around the edge of a pattern piece so that it can be sewn together.			I can produce a 3D textile product from a combination of accurately made pattern pieces, fabric shapes and different fabrics. I know when and how to strengthen, stiffen and reinforce fabrics. I know and can use correct technical vocabulary during my project. I can recognise several designers and manufacturers who have been influential in the design and technology industries.

		Joining and finishing	fabric, names of fabrics,		seam, seam allowance,
		techniques, tools,	fastening, compartment,		wadding, reinforce,
		fabrics and	zip, button, structure,		right side, wrong side,
		components,	finishing technique,		hem, template, pattern
		template, pattern	strength, weakness.		pieces, name of textiles
		pieces, mark out.	stiffening, templates.		and fastenings used.
		ioin decorate finish	stitch seam seam		nins needles thread
		running stitch	allowance knit bond		ninking shears
		needle fabric	nin embroidery banket		fastenings tacking
			pin, embroidery, banket,		
		quality, suitable,	cross stitch		applique, pinking
		features			shears, clasp, hem, tie
		Refer to Art progress	ion grid during this topic		dye, renewable,
7					authentic, chain stitch
lar					Refer to Art
n					progression grid during
cak					this tonic
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I know what	I know where a range	I know where food	I am beginning to know	I know how to use	I am beginning to use a	I can use a variety of
hygiene	of fruits and	comes from; meat	how to use appropriate	appropriate	variety of utensils and	utensils and equipment to
means.	vegetables come	comes from animals	equipment and utensils to	equipment and	equipment to prepare	prepare and combine
I know how to	from (e.g. farmed or	and fruits and	prepare and combine food.	utensils to prepare	and combine food.	food.
keep my teeth	grown at home).	vegetables are	I can cook using a heat	and combine food.	I can use a variety of heat	I can use a variety of heat
healthy	I am beginning to	grown.	source.	I can cook using a	sources within my	sources within my
I can explain	know which foods	I know which foods	I know the difference	heat source.	product (this can be done	product (this can be done
how to keep my	are healthy and	are healthy and	between fresh and	I know the difference	through more than a one	through more than a one
teeth healthy	unhealthy.	unhealthy.	processed foods.	between grown,	course meal).	course meal).
using good oral	I know that fruits and	l can prepare a	I know that not all	reared and caught	I am beginning to	I understand the
hygiene.	vegetables are	simple dish safely	processed foods are	foods.	understand the	seasonality of different
	important to a	and hygienically	unhealthy.	I can confidently	seasonality of different	foods and where they
I know what	healthy and varied	without using a heat	I can use a mixture of fresh	discuss the	foods.	come from (nationally or
nutrition	diet.	source.	and processed foods in my	differences between	I am beginning to know	internationally/imported).
means.	l can use my	I am beginning to	product.	fresh and processed	where different foods	I understand how the
I know what	knowledge of having	know that a healthy	I am beginning to	foods.	come from (nationally or	location of where the
foods are	a healthy and varied	diet is made up of a	understand The Eatwell	I know that not all	internationally/imported)	food comes from will
healthy.	diet to prepare	variety and balance	plate and what it means to	processed foods are	I am beginning to	affect the sustainability of
I can design a	dishes that include	of different foods	have a balanced and varied	unhealthy for me.	understand how the	a product.
healthy meal.	fruits and vegetables.	and drinks.	diet.	I can begin to use a	location of where the	I know and can use
	I know and can use	I know that food is	I know and can use correct	mixture of	food comes from will	correct technical
	correct technical	needed to provide	technical vocabulary during	ingredients in my	affect the sustainability	vocabulary during my
	vocabulary during my	energy for my body.	my project.	product relating to	of a product.	project.
	project.	I know and can use	I can recognise several	what I have learned.	I know and can use	I can recognise several
		correct technical	chefs who have been	I understand The	correct technical	chefs who have been
		vocabulary during	influential in the design	Eatwell plate and	vocabulary during my	influential in the design
		my project.	and technology industries.	what it means to	project.	and technology
				have a balanced and	I can recognise several	industries.
				varied diet.	chefs who have been	
				I know and can use	influential in the design	
				correct technical	and technology	
				vocabulary during	industries.	
				my project.		
				I can recognise		
				several chefs who		
				have been influential		
				in the design and		
				technology		
				industries.		

Key vocabulary	Hygiene, healthy, nutrition, design, make, eat.	Healthy, unhealthy, Fruit and vegetable names, names of equipment and utensils, sensory vocabulary (e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard), flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, tasting		Names of products, names of techniques and ingredients, t sour, hot, spicy, appearance, greasy, moist, cook, fresh, say grown, reared, caught, frozen harvested healthy/varied diet	equipment, utensils, exture, taste, sweet, smell, preference, /oury, hygienic, edible, i, tinned, processed,	Ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality utensils, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble, sustainability	
Design		and evaluate a range of products to determine the user's preferences for a product. I can use my own experiences to help generate ideas. I can suggest ideas and explain what I am going to do. I can explain who I will design and make a product for. I can communicate my ideas through talking, drawings and mock ups (where appropriate). I can begin to model my ideas. I can begin to use	I can use a simple design criteria, my own experiences and my knowledge of existing products to generate ideas. I can explore a range of existing products relating to my design criteria. I know that my ideas should be realistic and focus on what the user wants. I can describe who my product is for and what it will do. I can communicate my ideas through talking, drawings and mock ups. I can model my ideas.	about what the user wants from my product. I can make my own design criteria using what I have found out. I can investigate a range of 3-D textile products and ingredients relevant to my project. I can generate innovative ideas for products using what I have found out. I can confidently discuss my ideas. I can use annotated sketches, diagrams to communicate my ideas. Before making, I can plan my main stages of making.	information about what the user/s want from my product. I can make my own design criteria using the wants and needs of my user/s. I can investigate a range of 3-D products, ingredients and lever and linkage products relevant to my project. I can generate innovative ideas using my research. I can describe in depth the purpose of my product and what design features will meet the wants and needs of the intended user/s. I can use annotated sketches, cross- sectional drawings and labelled diagrams to communicate my ideas. Before starting, I can order my main stages of making.	information about what the user/s want from my product through the use of surveys, interviews, questionnaires and discussion with peers. I can begin to develop my own detailed design criteria using the wants and needs of my user/s and use this to inform my ideas. I can investigate and evaluate a range of products including the ingredients, materials, components and techniques that are used. I can generate innovative ideas using my research. I can use cross-sectional drawings, exploded diagrams and begin to use some computer aided design programmes to communicate my ideas. I can begin to make design decisions based on time, cost and resources constraints. Before making, I can produce a detailed list of equipment and materials	information about what the user/s want from my product through the use of surveys, interviews, questionnaires and web- based resources. I can develop my own detailed design criteria using the wants and needs of my user/s and use this to inform my ideas. I can investigate and analyse products linked to my final product. I can generate innovative ideas using my research. I can begin to identify and solve my own design problems. I can use cross-sectional drawings, exploded diagrams and some computer aided design programmes to communicate my ideas. I can make design decisions based on time, cost and resources constraints. Before making, I can create a step-by-step plan including a list of tools,

Key vocabulary	planning, investigating, design, user, purpose, ideas, product	investigating, planning, design, user, purpose, ideas, design criteria, product, function	user, purpose, design, model, annotated sketch, innovative, investigate, label, drawing, function, planning, design criteria, appealing	design brief, design criteria, innovative, user, purpose, function, appealing, planning, annotated sketch, cross-section, diagrams	I will need for my product. Before making, I can begin to make a step-by- step plan including a list of resources I will need. design decisions, functionality, authentic, user, purpose, design specification, design brief, innovative, research, design criteria, annotate	materials and components I will need. function, innovative, design specification, design brief, user, purpose design brief, design specification, annotated sketch, purpose, user, innovation, research, functional
Make	I can select and use simple tools, utensils and equipment to perform a job including peel, cut, slice, squeeze grate and chop safely; marking out, cutting, joining and finishing; cut shape and join paper and card. I can select from a range of suitable ingredients and materials to create a chosen product. I can explain my choices. I can follow safety and hygiene rules.	While making, I can suggest what I will do next. I can follow my plan. I can select and use appropriate tools, utensils and equipment to perform practical tasks. I can choose suitable skills and techniques to perform a practical task. I can select from a range of new materials, components, reclaimed materials (junk modelling equipment) and simple construction kits to build and create my product. I can confidently explain my choices.	I can use and select from a range of tools, utensils and equipment with some accuracy related to my product. I can begin to make logical changes to my plan as I am making. I can confidently select from a range of new materials, components, reclaimed materials (junk modelling equipment) and simple construction kits to build and create my product. I am beginning to choose some suitable finishing techniques for my product. I can follow safety and hygiene rules.	I can select and use appropriate tools to measure, mark out, cut, score, shape and combine with some accuracy. I can explain why I have chosen particular materials for my product, thinking about how they compliment the look and functional properties. I can use and appropriately select from a range of materials and components including ingredients, construction and electrical equipment based on how they will work well with my product.	I can select from and use, a range of appropriate utensils, tools and equipment accurately to measure and combine appropriate ingredients, materials and resources. I can begin to use finishing and decorative techniques suitable for the product I am designing and making. I can follow safety and hygiene rules.	I can competently select and use a range of appropriate tools to accurately measure, mark cut and assemble materials, and securely connect electrical components to produce reliable, functional products. I can use finishing and decorative techniques suitable for the product I am designing and making. I can follow safety and hygiene rules.

		I can follow safety		I can choose suitable				
		and hygiene rules.		finishing techniques				
				for my product.				
				I can follow safety				
				and hygiene rules.				
	make, user, purpose,	make, user, purpose,	user, purpose, model,	user, purpose,	design decisions,	function, innovative,		
	product	ideas, design criteria,	prototype, functional,	model, prototype,	functionality, authentic,	design specification,		
		product, function	innovative, function, design	functional,	user, purpose, design	design brief, user,		
			criteria, appealing	innovative, function,	brief, innovative, design	purpose design brief,		
				design criteria,	criteria, mock-up,	design specification,		
				appealing	prototype	prototype, annotated		
				0		sketch, purpose, user,		
						innovation, research,		
						functional, mock-up		
			Finishing techniques include:			· .		
>			Digital graphics could be co	ombined into the final post	ers as the background or on th	e moving parts.		
lar			 A picture can be arawn/pri Windows can be cut out of 	inted on and cut out from (the backing sheet or extra	nother piece of cara and gived	on to the levers.		
nq			 Windows can be call out of hidden and then revealed 	the bucking sheet of extru	pieces duded so that the pictur	re on the output level is		
Ca			• The backing sheet can be c	ut and shaped to suit the p	icture.			
٥ ۲			• Guides can be made using	strips of card fixed with mo	asking tape or sticky pads to ad	d height.		
еĄ			 Pieces of information text about recycling can be written/typed, cut out and added onto the poster. 					
¥			Materials can be cut out of	^f plastic, newspaper or fab	ric and glued onto levers.			
	l can evaluate my	I can evaluate my	I can test my product	I can test and	I can compare the final	I can continually evaluate		
	ideas throughout the	product by	against the original design	evaluate my own	product to the original	and modify the working		
	whole process.	discussing how well	criteria and with the	products against	design specification and	features of my product to		
	I can evaluate my	it works in relation to	intended user.	design criteria and	record the evaluations.	match my initial design		
	finished product	its purpose, the user	I can evaluate the ongoing	the intended user	I can test products with	specification.		
	against a design	and whether it	work and the final product	and purpose.	intended user and	I can critically evaluate		
	criteria including the	meets the design	with reference to the	I can evaluate my	critically evaluate the	my products against my		
	intended user and	criteria.	design criteria and the	ideas and products	quality of the design,	design specification,		
	purpose.		views of others.	against my own	manufacture,	intended user and		
				design criteria and	functionality and fitness	purpose, identifying		
				identify the strengths	for purpose.	strengths and areas for		
				and areas for	I can consider the views	development, and		
				improvement in my	of others to improve my	carrying out appropriate		
				WORK.	work	tests.		
				1	1	LI can test the system to		
۵						demonstrate it-		
late						demonstrate its		
aluate						demonstrate its effectiveness for the		
Evaluate						demonstrate its effectiveness for the intended user and		

	evaluate, user, purpose, product,	evaluate, user, purpose, ideas,	user, purpose, evaluate, functional, innovative,	evaluating, design brief, design criteria,	functionality, authenticity, user,	Evaluate, function, innovative, design
	like, dislike, who, how. why	recycle, like, dislike.	appealing, product, recycle, sustainable, who, how.	prototype, user.	purpose, design specification, design	specification, design brief,
	,	who, how, why	why, what, method,	purpose, function,	brief, innovative,	brief, design specification,
			construct, analyse	appealing, sensory	evaluate, annotate,	prototype, annotated
2				evaluations, recycle,	sustainability, who, how,	sketch, purpose, user,
<u>I</u> la				sustainable, who,	why, what, method,	innovation, research,
p				how, why, what,	construct, analyse,	functional, mock-up,
Ca				method, construct,	positive, negative	sustainability, who, how,
Š				analyse		why, what, method,
ey						influence, positive,
Y						negative

D&T Information Sheet					
	People	Places	Resources		
Structures	 Abraham Darby III/ Thomas Farnolls Pritchard - The Ironbridge Frank Gehry Frank Lloyd Wright Ieoh Ming Pei Zaha Hadid Lady Elizabeth Wilbraham Marion Mahony Griffin – first employee of Frank Lloyd Wright Elisabeth Scott – first female architect in the UK to win an international architectural competition with her design for the Shakespeare Memorial Theatre in Stratford-upon-Avon. Robert Robinson Taylor Julian Abele 	 Colosseum – Rome, Italy Leaning Tower of Pisa – Italy Taj Mahal – India Eiffel Tower – Paris, France Sydney Opera House – Australia Chrysler Building – New York, USA Empire State Building – New York, USA Burj Khalifa – Dubai, United Arab Emirates Space Needle – Seattle, USA The Ironbridge – Ironbridge, UK Telford's Train Station Foot Bridge – Telford, UK 	https://www.mymove.com/home- inspiration/decoration-design-ideas/iconic-legends-the- greatest-modern-architects-of-our-time/ Women - https://www.womeninconstructionsummit.com/blog/8 -female-architects-who-made-history Black Architects - https://architizer.com/blog/inspiration/stories/black- architects/		
Textiles	 <u>Textile Artists</u> Judith Scott – an American Fibre Sculptor with Downs Syndrome Gunta Stölzl Ana Teresa Barboza Joanna Kinnersly-Taylor <u>Textile Designers</u> Lucienne Day Cath Kidston William Morris 		https://www.garmentprinting.co.uk/blog/top-10- famous-textile-artists/ https://www.findcourses.co.uk/inspiration/hobby-fun- leisure-articles/7-textile-designers-who-changed-the- world-17402 https://www.laurenlesley.com/blog/famous-textile- designers		

	Mary White	
	Laura Ashley	
Mechanical	Mechanical Engineers	https://news.fit.edu/academics-research/mechanical-
Systems	Nikola Tesla	engineering-degree-contributions/
-	Kitaw Ejugu	
	James Watt	https://www.thecompleteuniversityguide.co.uk/studen
	George Stephenson	t-advice/what-to-study/top-ten-greatest-engineers
	Aurel Stdola	
	Kate Gleason	
	Ludwig Prandtl	
	Mechanical Designers	
	Fazlur Rahman Khan	
	Burt Rutan	
	Ada Lovelace	
	Elon Musk	
	Alice H Parker	
	Ellen Ochoa	
	George Stephenson	
	Emily Warren Roebling	
	Isambard Kingdom Brunel	
	Leonardo da Vinci	
Electrical	Nikola Tesla	https://www.tradeskills4u.co.uk/posts/famous-
Systems	John Bardeen	electricians
	George Westinghouse	
	Thomas Edison	https://sparksquad.co.uk/blog/famous-electricians
	Edith Clarke	
	Hertha Ayrton	https://electricalestimates.co.uk/blog/5-famous-
		electrical-engineers/
Food	Gordon Ramsey	https://www.bbc.co.uk/food/chefs
	Jamie Oliver	
	Nigella Lawson	https://www.squaremeal.co.uk/restaurants/interviews-
	Rachael Ray	and-promes/the-best-remaie-chets-in-london_8413
	Ree Drummond	
	Nadia Ahmed	
	Nadiya Hussain	
	Gino D'Acampo	
	Fred Sirieix	