

Areas		Design and Technology Skills	Years 1 and 2						
		Year:							
		Staff:							
To Master Practical Skills	FOOD	Cut, peel or grate ingredients safely and hygienically.							
		Measure or weigh using measuring cups or electronic scales.							
		Assemble or cook ingredients.							
	MATERIALS	Cut materials safely using tools provided.							
		Measure and mark out to the nearest centimetre.							
		Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).							
		Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).							
	TEXTILES	Shape textiles using templates.							
		Join textiles using running stitch.							
		Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).							
	ELECTRICALS AND ELECTRONICS	Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage).							
	COMPUTING	Model designs using software.							
	CONSTRUCTION	Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.							
	MECHANICS	Create products using levers, wheels and winding mechanisms.							
	To design, make, evaluate and improve	Design products that have a clear purpose and an intended user.							
		Make products, refining the design as work progresses.							
Use software to design									
To take inspiration from design throughout history	Explore objects and designs to identify likes and dislikes of the designs.								
	Suggest improvements to existing designs.								
	Explore how products have been created.								