



Skills development

Subject area: D and T

Area of study	EYFS	Year 1	Year 2
General	<p>Handles equipment and tools effectively and in a safe manner</p> <p>Shows good control in small movements e.g. cutting</p> <p>Safely use and explore a variety of materials, tools and techniques</p> <p>Represent their own ideas, thoughts and feelings through design and technology</p>	<p>Food: Cut ingredients safely and hygienically. Assemble or cook ingredients.</p> <p>Materials: <ul style="list-style-type: none"> • Cut materials safely using tools provided. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). </p> <p>Textiles: <ul style="list-style-type: none"> • Shape textiles using templates. • Colour and decorate textiles </p> <p>Electricals and electronics: Recognise if a battery operated device works or not.</p> <p>Construction: <ul style="list-style-type: none"> • Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. </p>	<p>Food: Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales.</p> <p>Materials: <ul style="list-style-type: none"> • Measure and mark out to nearest cm. • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). </p> <p>Textiles: <ul style="list-style-type: none"> • Join textiles using running stitch. • Colour and decorate textiles using a number of techniques </p> <p>Electricals and electronics: <ul style="list-style-type: none"> • Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage). </p> <p>Computing: Model designs using software</p>



		<p>Mechanics:</p> <ul style="list-style-type: none"> • Create products using levers and wheels. 	<p>Mechanics:</p> <ul style="list-style-type: none"> • Create products using winding mechanisms.
Design, make, evaluate		<ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. 	<ul style="list-style-type: none"> • Make products, refining the design as work progresses. • Use software to design.
To take inspiration from design history		<ul style="list-style-type: none"> • Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. 	<ul style="list-style-type: none"> • Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. • Explore how products have been created.