

TWO YEAR SCHEME OF WORK COVERAGE – DESIGN AND TECHNOLOGY Milestone One - Key Stage One (Reception, Years 1 and 2)	
To master practical skills	Cut, peel or grate ingredients safely and hygienically
Food	 Measure or weigh using measuring cups or electronic scales Assemble or cook ingredients
To master practical skills 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)
To master practical skills 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)
To master practical skills Electricals and electronics	• Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage)
To master practical skills Computing	Model designs using software
To master practical skills Construction	• Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products
To master practical skills 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