

Design and Technology Key skills

Year 2

Food	Textiles	Construction	Mechanisms	Other
Local contexts			Solving real life problems	

Design	To design products that have a clear purpose and an intended user
	To produce designs using drawings and writing that can be understood by other people
	To begin to use simple software to design
	To explore objects and designs to identify likes and dislikes of the designs
Make	To make products with an awareness of purpose and design
	To select from a range of tools
	To use a range of tools with increasing accuracy and precision
	To select from a range of materials according to their characteristics
	To build structures exploring how they can be made stronger, stiffer and more stable
	To explore and use moving parts in my products
Evaluate	To refine my design as my work progresses
Food	To cut, peel or grate ingredients safely and hygienically.
	To assemble or cook ingredients
	To use the basic principles of a healthy and varied diet to prepare dishes
	To understand where food comes from