

## The Warren Wood Progression of Skills Model



D&T Skills and knowledge Expected by the End of Key Stage 1 (Year 2)	
Materials	Cooking and Nutrition
<ul> <li>Cut materials safely using tools provided.</li> <li>Measure and mark out to the nearest centimetre.</li> <li>Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</li> <li>Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).</li> <li>Cross-curricular links with forest school.</li> </ul>	<ul> <li>Know how we can be hygienic</li> <li>Know how can we cut, peel or grate safely</li> <li>Measure or weigh using measuring cups or electronic scales.</li> <li>Assemble or cook healthy ingredients.</li> <li>Understand where food comes from. Cross-curricular links with forest school.</li> </ul>
Textiles	Design, Make Evaluate
<ul> <li>Shape textiles using templates.</li> <li>Join textiles using running stitch.</li> <li>Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).</li> <li>Cross-curricular links with forest school and art and design</li> </ul>	<ul> <li>Design products that have a clear purpose and an intended user.</li> <li>Make products, refining the design as work progresses (use a range of equipment-cutting, shaping, joining and finishing).</li> <li>Use software to design</li> <li>Begin to evaluate their ideas and products against design criteria. (mastery).</li> </ul>
Computing	Constructions and Mechanics
.• Model designs using software (such as 2simple). Cross-curricular links with computing	• Use a variety of tools and materials to make and strengthen products. Explore and use mechanisms e.g. levers, sliders, wheels and axles.
Take inspiration from Design throughout history	
<ul> <li>Explore objects and designs to identify likes and dislikes of the designs.</li> <li>Suggest improvements to existing designs.</li> <li>Explore how products have been created.</li> </ul>	