

Year 2

Design & Technology Progression Map

Curriculum Code	To master practical skills: Textiles
D&T 01	Shape textiles using templates
D&T 02	Join textiles using running stitch
D&T 03	Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing)

Curriculum Code	To master practical skills: Electricals and Electronics
D&T 04	Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage)

Curriculum Code	To master practical skills: Computing
D&T 05	Model designs using software

Curriculum Code	To master practical skills: Construction
D&T 06	Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products

Curriculum Code	To design, make, evaluate and improve
D&T 07	Design products that have a clear purpose and an intended user
D&T 08	Make products, refining the design as work progresses
D&T 09	Use software to design

Curriculum Code	Broadfield Academy – additional skills coverage
D&T 10	To evaluate and improve the final product.