

Key Learning in Design and Technology: Year 2

| Design | | | | Make | | | | Evaluate | | | |
|---|----------|------------|------------|---|----------|------------|------------|--|----------|------------|------------|
| <ul style="list-style-type: none"> Use pictures and words to convey what they want to design/make. Propose more than one idea for their product. Use kits/reclaimed materials to develop more than one idea. Model ideas with kits, reclaimed materials. Select appropriate technique explaining: First... Next... Last... Explore ideas by rearranging materials. Select pictures to help develop ideas. Use drawings to record ideas as they are developed. Add notes to drawings to help explanations. Describe their models and drawings of ideas and intentions. | | | | <ul style="list-style-type: none"> Discuss their work as it progresses. Select materials from a limited range that will meet the design criteria. Select and name the tools needed to work the materials. Explain what they are making. Explain which materials they are using and why. Name the tools they are using. Describe what they need to do next. | | | | <ul style="list-style-type: none"> Explore existing products and investigate how they have been made. Decide how existing products do/do not achieve their purpose. Talk about their design as they develop and identify good and bad points. Note changes made during the making process as annotation to plans/drawings. Say what they like and do not like about items they have made and attempt to say why. Discuss how closely their finished product meets their design criteria and how well it meets the needs of the user. | | | |
| Autumn | | | | Spring | | | | Summer | | | |
| Food | Textiles | Structures | Mechanisms | Food | Textiles | Structures | Mechanisms | Food | Textiles | Structures | Mechanisms |
| | | | | Topic: Explorers End Product: Junk Model Moon buggy (Wheels & Axels) Objective and skills: <ul style="list-style-type: none"> Join appropriately for different materials and situations e.g. glue, tape. Try out different axle fixings and their strengths and weaknesses. Make vehicles with construction kits which contain free running wheels. Use a range of materials to create models with wheels and axles e.g. tubes, dowel, cotton reels. Cut dowel using hacksaw and bench hook. Attach wheels to a chassis using an axle. Fold, tear and cut paper and card. Cut along lines, straight and curved. Use a hole punch. Insert paper fasteners for card. | | | | Topic: Safari End Product: Safari animal hand puppet Objective and skills: <ul style="list-style-type: none"> Cut out shapes which have been created by drawing round a template onto the fabric. Join fabrics by using e.g. running stitch, glue, staples, over sewing, tape. Decorate fabrics with attached items e.g. buttons, beads, sequins, braids, ribbons. Colour fabrics using a range of techniques e.g. fabric paints, printing, painting. | | | |
| | | | | Resources Wheels and Axels e.g, dowels and wooden Vehicle construction kits Hacksaw and bench hook Glue guns | | | | Resources Card for templates Thread and needles Fabric glue Buttons, beads, sequins, braids, ribbons | | | |