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| **Year 2** |
| KS1 National Curriculum Objectives |
| When designing and making, pupils should be taught to: **Design** * design purposeful, functional, appealing products for themselves and other users based on design criteria
* generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

 **Make** * select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
* select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

**Evaluate** * explore and evaluate a range of existing products
* evaluate their ideas and products against design criteria

**Technical knowledge*** build structures, exploring how they can be made stronger, stiffer and more stable

explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. |
| Year 2 Key Skills  |
| Autumn Term | Spring Term | Summer Term |
| **Food and Nutrition** | **Mechanisms** | **Textiles** |
| **Design*** Design appealing products for a particular user based on simple design criteria.
* Generate initial ideas and design criteria through investigating a variety of fruit and vegetables.
* Communicate these ideas through talk and drawings.

**Make*** Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely.
* Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product.

**Evaluate*** Taste and evaluate a range of fruit and vegetables to determine the intended user’s preferences.
* Evaluate ideas and finished products against design criteria, including intended user and purpose.

**Technical knowledge*** Understand where a range of fruit and vegetables come from e.g. farmed or grown at home.
* Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The eatwell plate.
* Know and use technical and sensory vocabulary relevant to the project.
 | **Design*** Creating a class design criteria
* Designing for a specific audience in accordance with a design criteria
* Selecting a suitable linkage system to produce the desired motions
* Selecting appropriate materials based on their properties

**Make*** Making linkages using card for levers and split pins for pivots
* Experimenting with linkages adjusting the widths, lengths and thicknesses of card used
* Cutting and assembling components neatly
* Selecting materials according to their characteristics
* Following a design brief

**Evaluate** * Evaluating own designs against design criteria
* Using peer feedback to modify a final design
* Evaluating different designs
* Testing and adapting a design

**Technical knowledge*** Learning that mechanisms are a collection of moving parts that work together in a machine
* Identifying mechanisms in everyday objects
* Learning that a lever is something that turns on a pivot
* Exploring wheel mechanisms
* Learning how axels help wheels to move a vehicle
 | **Design*** Using a template to create a design for a puppet
* Select appropriate technique explaining: First, Next, Last….

**Make*** Selecting and cutting fabrics for sewing
* Decorating a pouch using fabric glue or running stitch
* Name the tools they are using.
* Describe what they need to do next.

**Evaluate** * Evaluating the quality of the stitching on others’ work
* Discussing as a class, the success of their stitching against the success criteria
* Identifying aspects of their peers’ work that they particularly like and why

**Technical knowledge*** Joining items using fabric glue or stitching
* Identifying benefits of these techniques
* Threading a needle
* Sewing running stitch, with evenly spaced, neat, even stitches to join fabric
* Neatly pinning and cutting fabric using a template
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| Year 2 Curriculum Enrichment Opportunities |
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| Year 2 Vocabulary |
| Fruit, Vegetable, Nutrients, Pith, Salad, Sensory evaluation, Kebab  | Wheel, Gear, Cam, Axle, Structure**,** Movement | Fabric, Pattern, Glue, Stick, Scissors, Sew, Needle, Thread, Felt, Texture |