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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 |
| 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 |