

Design Technology Year 2 Overview



	Autumn	Spring	Summer
Year 2 Design Technology	Year 2 NC objectives		
	<p>Design</p> <ul style="list-style-type: none"> 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 <p>Make</p> <ul style="list-style-type: none"> 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 <p>Evaluate</p> <ul style="list-style-type: none"> 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 <p>Technical knowledge</p> <ul style="list-style-type: none"> 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. <p>Cooking and Nutrition: To use basic principles of a healthy and varied diet to prepare dishes and to understand where food comes from.</p>		
	Year 2 Key Learning Cooking and Nutrition: Noodle Salad	Year 2 Key Learning Textiles: Hand Puppets	Year 2 Key Learning Mechanisms- Wheels and Axles: Vehicles
	<ul style="list-style-type: none"> Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from. Conduct a sensory investigation of a variety of salad vegetables and record evaluations. Generate design ideas through drawing and labelling. Create a plan to follow including ingredients, utensils and equipment. Understand importance of safety and hygiene when cooking. Evaluate noodle salad against original design and suggest improvements. 	<ul style="list-style-type: none"> Investigate and evaluate a range of existing products. Know that fabric, yarn and thread are all textiles. Understand that different techniques for joining materials can be used for different purposes (running stitch, glue). Develop, model and communicate design ideas through labelled drawings and paper mock-ups using a simple design criteria. Select from a range of tools and materials safely to perform practical tasks. Finish puppets by exploring different finishing techniques (paint, stitching, buttons, ribbons...) Evaluate the product by testing how well it works against original criteria. 	<ul style="list-style-type: none"> Investigate and evaluate a range of existing products. Understand that different mechanisms produce different types of movement. Know that an axle moves within an axle holder which is fixed to the vehicle or toy. Understand the frame of the vehicle (chassis) needs to be balanced. Develop, model and communicate design ideas through labelled drawings. Select from a range of tools and materials safely to perform practical tasks. Evaluate the product by testing how well it works in relation to the purpose and the user.
Vocabulary	Grown, reared, caught, five a day, appearance, round, smooth, bumpy, mushy, chewy, juicy, mild, bland, bitter, tasteless, design brief, equipment, claw hold, bridge hold, dressing, chop, slice, combine.	Fabric, puppet, Textiles, running stitch, sewing, yarn, Design, mock-up, user, criteria, Template, felt, safety pin, finish, decorate, Evaluate.	Vehicle, wheels, axles, Chassis, bearing, dowel, design, Cut, shape.