

Year 2 Curriculum subject plan Design and Technology

YEAR 2	Textiles Templates and Joining Techniques	Mechanisms Sliders and Levers	Mechanisms Wheels and Axels
Component Knowledge	<ul style="list-style-type: none"> • Generate ideas based on simple design criteria and their own experiences, explaining what they could make. Develop, model and communicate their ideas through drawings and mock-ups with card and paper. • Plan by suggesting what to do next. • Select and use tools, explaining their choices, to cut, shape and join paper and card. • Use simple finishing techniques suitable for the product they are creating. • Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria. • Explore and use sliders and levers. • Understand that different mechanisms produce different types of movement. • Know and use technical vocabulary. Pull, push, up, down, straight, curve, forwards, backwards, design, make, evaluate, user, purpose, ideas, design, make, evaluate, user, purpose, ideas, design criteria, product, function, slider, lever, pivot, slot, bridge/guide. • Design a functional and appealing product for a chosen user and purpose based on simple design criteria. • Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology. • Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing. • Select from and use textiles according to their characteristics. • Explore and evaluate a range of existing textile products relevant to the project being undertaken. • Evaluate their ideas throughout and their final products against original design criteria. • Understand how simple 3-D textile products are made, using a template to create two identical shapes. • Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. • Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons. • Know and use technical vocab eg, template, pattern pieces, mark out, join, decorate, finish features, suitable, quality mock-up, design brief, design criteria, make, evaluate, user, purpose, function • Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics. • Explore and evaluate a range of products with wheels and axles. 		

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| | <ul style="list-style-type: none">• Explore and use wheels, axles and axle holders.• Distinguish between fixed and freely moving axles.• Know and use technical vocabulary eg, vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism |
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