



Autumn term, Spring term, Summer term		Year 2	
<p>Design</p>	<p><i>Generate, develop, Model and communicate their ideas through talking, drawing, making templates, mock-ups and, where appropriate, information and communication technology.</i></p> <p><i>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</i></p> <ul style="list-style-type: none"> • Generate ideas by drawing on their own and experiences of others • Identify a purpose and simple design criteria • Explain what they are making and materials used • Select and name the tools needed to work the materials • Select appropriate techniques explaining First.....Next.....Last.... • Explore and Model ideas with kits, reclaimed materials • Describe models and drawings of ideas and intentions • Use drawings to record ideas as they are developed • Add notes to drawings to help explanation 	<p>Make</p>	<p><i>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</i></p> <p><i>Select from and use a wide range of materials and components, including construction materials and textiles according to their characteristics</i></p> <p>TEXTILES</p> <ul style="list-style-type: none"> • Colour fabrics using a range of techniques e.g. fabric paints, printing • Cut out shapes which have been created by drawing round a template onto the fabric • Join fabrics by using running stitch • Decorate fabrics with buttons, beads, sequins, braids, ribbons
<p>Technical Knowledge</p>	<p><i>Build stable structures Explore and use mechanisms [for example, levers, wheels and axles], in their products</i></p> <p>SHEET MATERIAL</p> <ul style="list-style-type: none"> • Cut along lines, straight and curved • Use hole punch safely • Insert paper fasteners for card linkages • Create hinges • Investigate joining fixed, temporary and moving <p>CONSTRUCTION</p> <ul style="list-style-type: none"> • 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 • Attach wheels to a chassis using an axle • Mark out materials to be cut using a template • Cut strip wood/dowel using hacksaw and bench hook with support 	<p>Food</p>	<p><i>Use the basic principles of a healthy and varied diet to prepare dishes</i></p> <p><i>Understand where food comes from.</i></p> <ul style="list-style-type: none"> • Understand the need for a variety of foods in a diet. • Cut, peel, grate, chop a range of ingredients • Measure and weigh food items, standard measures • Work safely and hygienically
<p>Evaluate</p>	<p><i>Explore and evaluate a range of existing products</i></p> <p><i>Evaluate their ideas and products against design criteria</i></p> <ul style="list-style-type: none"> • Talk about their designs as they develop and identify good and bad points • Discuss how closely their finished products meet their design criteria <p>Record final products and evaluations on seesaw in line with the policy.</p>		